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NUMBER 75

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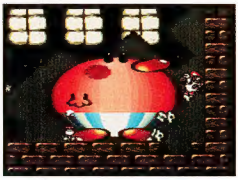

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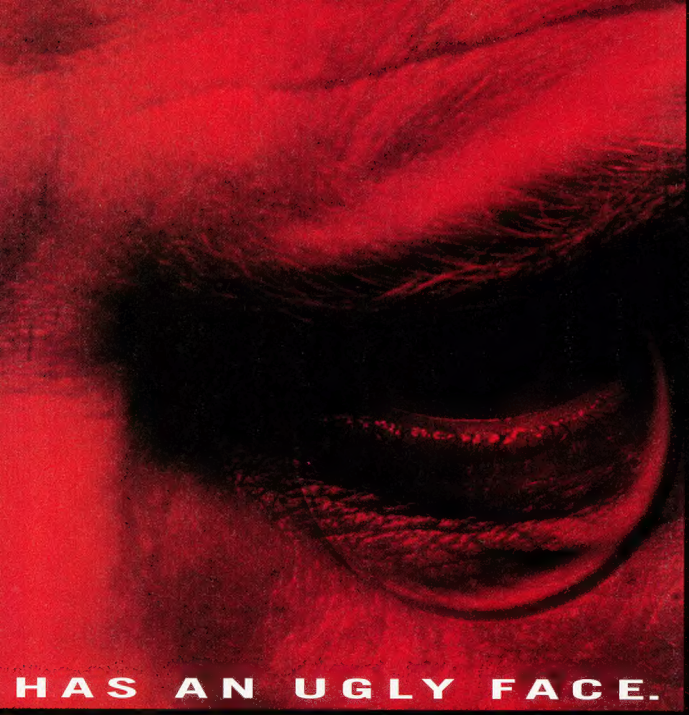

HAS AN UGLY FACE.
AN EVEN UGLIER ONE.

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GOING OUT WITH A BANG...

by
Danyon Carpenter
Senior Editor

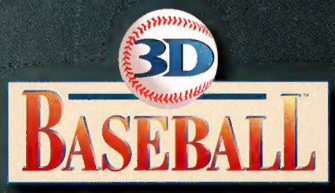
We're coming upon **A WHOLE NEW ERA.** It seems that every year something new happens in the industry to completely shake everything up. This particular situation is the release of the Sony PlayStation. This system has promised and delivered home video games that the general public couldn't even dream of more than a year ago. This release, coupled with the Sega Saturn and the much-anticipated Ultra 64, will undoubtedly **SET THE STANDARD** for gaming, but for how long? The video gaming world is changing faster than most people realized or even anticipated and this will only lead to questions that few can answer.

All this leads to the headline. The Super NES and Genesis, the two perennial favorites of the world, are going out with a bang. As the Sega Saturn and PlayStation gain a stranglehold on your minds and wallets, those **16-BIT WORKHORSES** are having some of the best games ever designed for 16-Bit being released for them. Just take a look at Chrono Trigger, Yoshi's Island, Mortal Kombat 3 and the upcoming Super Mario RPG for the Super NES. Then there is Comix Zone, Vectorman, College Football USA '96 and the upcoming Earthworm Jim 2 for the Genesis. All these games represent the **BEST GAMES** that these systems have seen in a long time. But unfortunately, not many of you will be willing to play them once the PlayStation and Saturn become the main staple of your TV diets.

But that's not a bad thing. **CHANGE IS GOOD** and I'm all for these big-buck games with lots of flash and pizazz, but if they don't offer the plain old fun that video games should offer, then what's the point? Games like Centipede or Asteroids had no plot. No princess to save or evil villain to slay. In fact, those games should be inferior to everything nowadays, but I found myself playing Asteroids and Centipede on GameBoy long after the review was finished. Why? **FUN!** How many games these days just let you sit there, shoot things, collect points and try to survive. You could probably count those games on one hand. I'm not saying that none of these upcoming PlayStation, Saturn or Ultra 64 games won't be fun, but I most certainly hope they don't rely on gimmicky graphics to sell themselves. That will only lead to disappointment.

In closing I'd like to say that I am all for 'change' and as of this writing, have pre-ordered a PlayStation. Many of you knew about some stores' sales pitch of **TRADING IN OLDER 16-BIT GAMES** to get a discounted price on the PlayStation. I also took advantage of this incredible deal and traded in a whole slew of old games, but there were some I did not. Why? Because games like Herzog Zwei, M.U.S.H.A. and Thunder Force 3, all for the Genesis mind you, offered too much fun to give up. And if the PlayStation doesn't offer the fun I want in modern games, at least I'll have some old favorites to turn to when I need them.

Background by M. Vallas



IT'S GONNA BRUISE MORE THAN EGOS.

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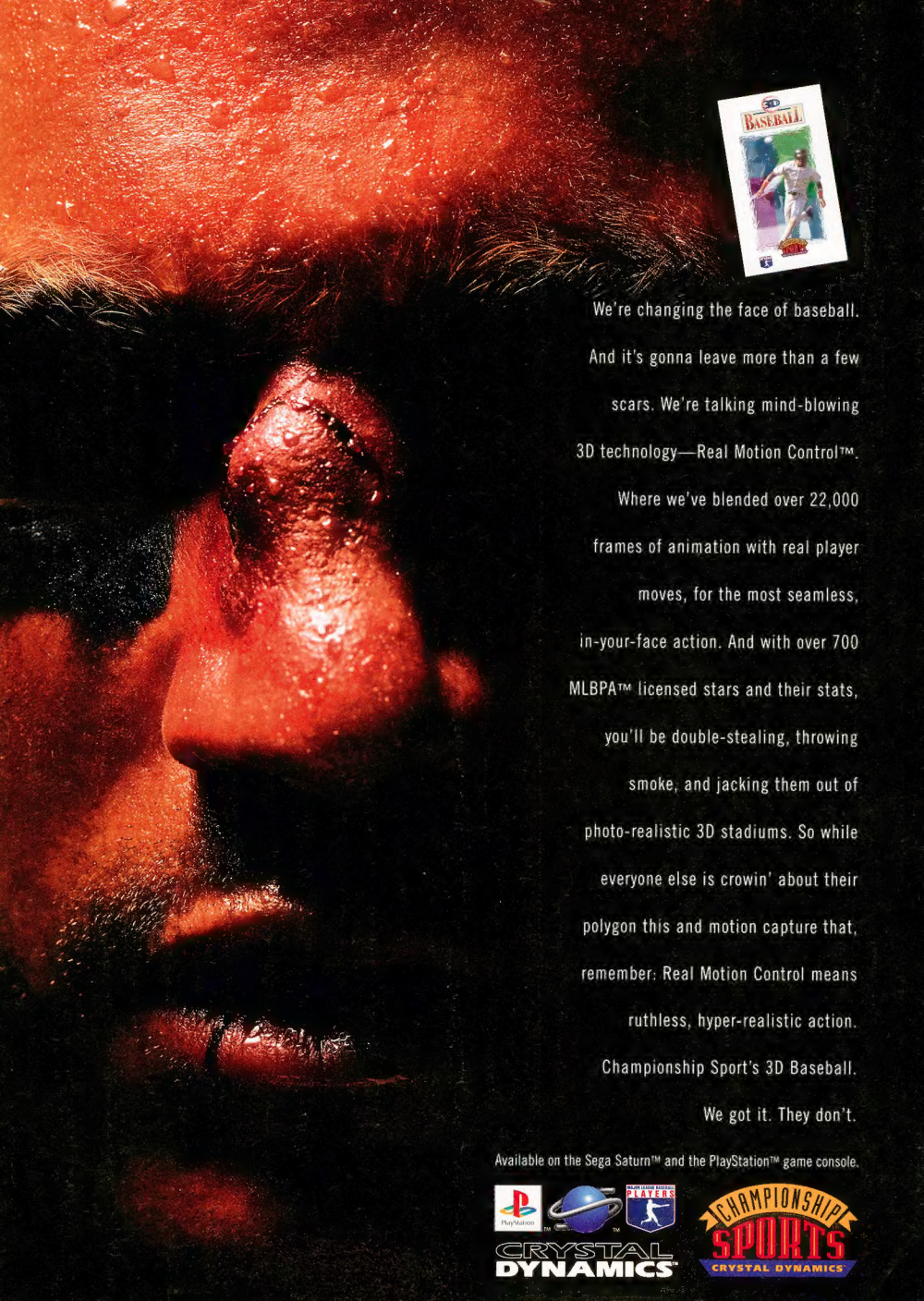
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The fighters are coming home. Check out the scoop on MK3 for the PSX and SF: the Movie for the Sega Saturn in this issue!
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NUMBER 75

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It's either hunt or be hunted with Total Eclipse Turbo!

3do 176
Strap on your terminator suit and do battle with Space Hulk!

GaMe BoY 180
Go, go portable Rangers! Take it to the streets to fight evil!

WIN BIG!

SAVE THE 23RD CENTURY AND WIN COOL STUFF IN THE EXOSQUAD CONTEST!

In addition to the best gaming information you'll find on planet Earth, the issue of *EGM* you now hold in your hands can be your key to a chance to win some of the best stuff you can think of!

SCORE SOME OF THE BEST LOOT AROUND IN *EGM*'S SPECIAL CONTEST ON PAGE 164!

FEATURES

VIRTUA FIGHTER'S SHINING PAST AND BRILLIANT FUTURE IS FEATURED IN THIS ISSUE.

Those polygon fighters from the arcade hit of the summer of '94 have come a long way. In this issue of ***EGM***, Virtua Fighter's awesome past is relived through its soon-to-be glorious future. Check out VF for the 32X, which is said to be an almost exact translation. Plus, Virtua Fighter Remix for the Sega Saturn might be a little glimpse as to what VF2 will look like on that system. Although Virtua Fighter 2 is in the arcades, Santa will be bringing this game to store shelves. VF2 sports two new characters and textured-mapped graphics. The story begins on **PAGE 54.**

"The Virtua Fighter Remix for the Sega Saturn has all of the original characters, astounding new texture-mapped graphics and more polygons."

FORMER CHICAGO BEARS COACH "IRON" MIKE DITKA TALKS WITH TEAM EGM!

Da coach is back...well, sort of. Team EGM interviewed the former Chicago Bears coach to find out what his future plans are and his opinion on the state of the NFL. Currently, Ditka will be in the coach's seat...for a video game! Digital Pictures has enlisted his services in their full-motion football game. Try to score as many points while avoiding the coach's wrath. No one wants to be on Ditka's bad side! However, sports fans didn't always see what happened on the sidelines. Check out what Da Coach had to say about his *good* side. The story begins on **PAGE 114.**

"I wish I didn't fly off the handle as quickly as I did sometimes, but yet—you know—you gotta be who you are."

IT'S HARD TO BE CIVILIZED! BUILD UP A TRIBE TO DEFEAT OTHERS IN KOEI'S CIVILIZATION.

Feel like playing as a god? This Super NES game based on the excellent PC title will have you building a civilization from the ground up! There are a number of awesome options at your disposal, such as 14 tribes to pick from as well as customizing the world to your own specifications. There are a lot of details future rulers shouldn't overlook when creating a tribe. Don't forget foreign policies, city management, wonders of the world and the space race. No one ever said ruling would be easy! The story begins on **PAGE 142.**

"To make a successful city, make sure all of its needs are met. Water, housing and troop supplies are important."

Doom. Super NES®. 22 levels. All the original monsters and weapons. Plus the new FX2 chip™. So strap on your ammo an

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eart spitting lead because the only thing that sucks worse than the pay are the odds. Doomsday, 09. 01. 95.

INTERFACE

LETTER OF THE MONTH

This is the section where you can open up your mind and let the rest of electronic gaming see what color your brain is or if you even have one. While you're at it, you can also expose yourself to more than 1 million gamers looking for an easy target. Remember, you have the right to remain silent and anything you say can be used against you in the magazine. More often than not, it will.

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Mmmm... Leather

Important information on Campaign '96. Or something...

Dear *EGM*,

The video gaming world has a problem to deal with, and it's starting before the magical November of '96. Yes, it's that time that comes around every four years where normal beer and sneaker commercials are replaced by "Public Service Announcements" from presidential candidates. Only being 13 years old, I can't vote, and this is the only place I can be heard and get my point across.

But the problems didn't start with the presidents. Oh no, they had bigger problems to deal with: policing the Internet, rating video games, etc. It all started with the Senate, where I'm willing to bet that less than 10 percent of the members own a video game console or an Internet account.

It's going further than the Senate, kiddies. Presidential hopeful, Senator Robert Dole said, "One of the greatest threats to American family values is the way our popular culture ridicules them. Our music, movies, television and advertising regularly push the limits of decency, bombarding our children with destructive messages of casual violence."

This is a load of crap. You don't play MK3, then turn around and rip some guy's head off. You don't play Doom and then go outside and burn someone with a flamethrower. Of course not! Did the Oklahoma Bombing take place because of anything in video games, the Internet, advertising, etc., Mr. Dole? I think not.

Video games and the Internet are just an excuse for all the bad things that are happening in the world today. Did Manson have an Internet account? Not even close. If Robert Dole is going to get anywhere in this election, he'd better keep his mouth shut about regulating the media. The only thing bothering people like you and me about the Internet and video games is the fact that people in the Senate and possibly presidents, who don't know anything about them and are trying to regulate them.

Keep all this in mind, all you out there who are old enough to vote.

Curt Carlson
Miami, FL

That's beautiful, man. You bring up some valid points. Although this whole 'anti-video' games thing has died down, I'm sure every presidential hopeful will drag this tired subject out of the pits of hell and get all of your parents on his side. What can you do about this? Well, if you're old enough to vote, don't vote for the lousy bum and convince your friends not to. If you're not old enough, then it will be your job to inform your parents that video games are not evil and unruly devices designed to ruin your lives.

Great letter, Curt. Your Acclaim Dual Turbo joysticks are on their way.

INTERFACE POSTINGS:

Get connected with video game enthusiasts just like yourself, courtesy of *EGM*, the number one name in video games! Send your name, address, age, sex and three favorite games to:

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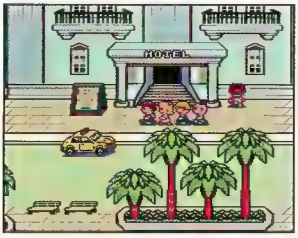
YOU GET WHAT YOU PAY FOR. OR DO YOU?

Dear *EGM*,

I'm sure you get plenty of complaints *(gee, thanks a lot! - Ed.)*, but mine is important. I own every issue of ***EGM*** and your changes are usually for the better, but how come your price went up four cents? I know it's not much, but issue 67 and every issue after that is smaller! Now, why would you raise the price and shorten the issue? Unless you lower the prices or expand the issue, I think I'll switch to reading *GamePro*! Okay, I'm done bashing your work. Now I'm going to complain about video game prices. I am a regular video game renter. I get the game for one dollar, one day. I usually keep a game for three days, which is long enough to beat even the hardest games like Breath of Fire, Earthbound, Final Fantasy 2 & 3, Y's 3, Illusion of Gaia, etc. I could go on forever. A few days ago, I went to buy a game. I saw the games I beat in three days costing between $40 and $70. Why would someone pay that much for three days of play? That also shows that games are too short! "Over 70 hours of play," so what!

Cody Macleod
Oakland, CA

Sorry Cody, I guess you're just too good to play video games. It looks like you should pursue a career in producing 32X waffle makers. Although there is no RPG waffle batter as of yet, you could help develop this new niche in cooking and video gaming. We're even pondering the idea of a new magazine called *Electronic Gourmet Monthly*. You'd like that wouldn't you?



• **Is Earthbound way too easy? According to Cody, it most certainly is.**

AWW GEEZ WALLY, NOT THIS AGAIN

Dear *EGM*,

First, I'd like to say as a subscriber for two years that the changes you've made are great *(a wonderful way to start a letter! - Ed.)*, but I also want to reply to Brian Tallingsworth, who in the August issue griped about Nintendo's latest delay of their Ultra 64's release date. Nintendo has stated that the main reason they have delayed the release is to give third-party developers more time to develop their games and take full advantage of the system's capabilities. I don't think you'd be happy if the Ultra 64 was released now with only two games available. Remember the 32X? As I browse through my past issues of ***EGM***, I notice that most 32X games received a less favorable review, and in almost all of them there is the comment: "This game could have made better use of 32X's capabilities." The 32X was brought out in a hurry and this is what they get. Sound familiar? I think Nintendo made a good decision three years ago to devote most of

their time to one system, and if it takes another year to fine-tune it, fine. I'm willing to wait just to get it for $250. Nintendo used a similar tactic with the Super NES, biding their time while the Genesis basked in the spotlight. As a result, the Super NES is technologically superior to the Genesis. I hear about a new system almost every month, and it must be impossible, as a developer, to keep up. However, I agree with Brian that Nintendo is treading on thin ice by keeping us all in the dark. If they don't give us something soon, many will stop waiting and splurge to have the next generation in their greedy little hands. If four years still isn't enough to get it right, I'll grab my flaming torch and join the mob.

Robin Salkeld
Brampton, Ontario, Canada

Okay Robin, beside the fact that my fingers have blisters all over them from typing your letter, you do make some valid points. Nintendo probably realizes that they can lose some market share with the Sega Saturn already on the market, but based on the track record of the Super NES, I have no doubt the Ultra 64 can regain that ground. Excuse me, but I now have to apply some bandages to my blood-dripping digits, thanks to my Street Fighter II First Aid kit.

IT'S NOT THE SIZE THAT COUNTS

Dear *EGM*,

What the heck is wrong with Sega? I'm talking about those Sega Saturn cases in which they put the CDs. In Japan, they are nice little jewel cases that don't take up that much space. On the other hand, over here in the great 'ol U.S. of A., they are huge eyesores that take up a lot of space and are bulky. Why the heck are they doing this?

Matthew Heeke
Tacoma, WA

Well, surprisingly it's not a marketing ploy...yet. You see, since nothing else on the planet can hold those cases in one nice location, like regular CD organizers do, Sega must be thinking of a way to develop and sell one for the masses. However, if you want to remedy the situation now, run out to a record store and buy empty jewel cases (they're cheap). Then get out a pair of scissors and hack up the instruction manual and jam it into the new jewel case. Vóila! It ain't pretty, but it's fun to play with scissors.

• **Sega dares to be different with their Sega CD and Sega Saturn boxes.**

Clay Nelson
Age: 14 Sex: Male
Lexington, KY 40502
Favorite Games: Mortal Kombat 3, Cruisin USA, Virtua Fighter 2

Crystal DeSlong
Age: 14 Sex: Female
Falcon, MO 65470
Favorite Games: Castlevania IV, NBA Jam, Mortal Kombat II

Keith Baker
Age: 11 Sex: Male
Memphis, TN 38133
Favorite Games: Mortal Kombat 3, Virtua Fighter, Killer Instinct

I know it all...

ASK EGM

Q: Why is it when I leave a can of Cherry Coke sit on top of the TV for a week, and then try to pour it out in the sink when I clean my room, there is always something solid that oozes out of the can and splats into the sink?

David Tigre
Miami, FI

A: *You know those cereal boxes that always proclaim "Free Prize Inside"? Need I say more...*

Q: Why do dogs have to expectorate their anal glands, and why not us? I mean, Wags looks like he's really having fun when he's scooting across the floor.

Person's Name
City, ST

A: *I must admit that I was going to put you into the Psycho Letter of the Month section, but then my dog did it as well. Congrats...you have just clued me in to a new thrill. Maybe we'll do a mag on sliding around. Anyway, they have to do it because they have stuff that build up in those darn glands.*

Q: I've been wondering about the meaning of life. I mean, where does it all end, where does it even start? I've been contemplating how the spheres of immortality twist and twirl about the cosmos like a child's kite. Since you profess to answer questions, ponder my query.

Tir Drop
mountain top, Tibet

A: *That's a simple one, Tir. You see, the meaning of life is...oh, I'm sorry. We seem to be out of space...*

BUT IT'LL SURE LOOK PRETTY ON THE SHELF...

Dear *EGM*,

I am on the verge of purchasing a Sony PlayStation on its release date. I have heard rumors that it will be shipped with a pack-in game, while I also heard rumors that there won't be one. Can you tell me if there will be? If there is a pack-in, I will most certainly purchase a PlayStation. The price of the PSX is about $299, and that isn't exactly cheap. If I spend $299 for a new system and I don't get a game to play, I'll feel like I got ripped off. The price is expensive, but if a game is included, I feel it will be worth the money. I suggest the pack-in game be Wipeout, Battle Arena Toshinden, Tekken or Mortal Kombat 3. Thanks for your time.

Luca Iacusso
Wolcott, CT

Dear *EGM*,

What you are now holding in your sticky little hands is an open letter to Sony. It contains a few suggestions for the new PlayStation. I have heard the rumor about the 16-Bit game trade-in. *(It's no rumor! - Ed.)* I think it's a great idea. In just a random count on my 16-Bit video games, I found 10 games I would trade in for $100 off a PlayStation. It would be nice if we could trade in our old 8-Bit systems and games. To pack-in or not to pack-in, that is the question. Frankly, I am a little shocked by the idea of not getting a game with the PlayStation. It way work fine in Japan, but over here we sorta expect a game when we shovel out $299 for a system. It does make you look cheap in comparison with Sega. At the very least, you should pack-in Ridge Racer until Dec. 31. I'm sure you could eat the cost for four months.

Larry Madill, Jr.
Evansville, IN

Sorry to say guys, but it's true. Sony will not include a pack-in game with the PlayStation. They will, however, include a sampler CD that can be played on a normal audio CD player and in the PlayStation. It's called the Developer's Demo Disc. When it's in an audio player, heed the warning and bypass track one, unless you want to experience what it sounds like inside a bug zapper. Track two has a shameless plug touting the PSX while the remaining 10 tracks have music from Sony's bands. If you pop that same disc into a PSX, you get to try out nine interactive demos, not games, of the PlayStation's abilities. While it may be cool to putz around with a fully rendered dinosaur or make texture-mapped cubes explode, my recommendation is to pick up a game, any game, since you will get bored of this disc in, oh, 10 minutes. Yippee.

• On the CD you can have endless fun playing with a Dino, at least according to Mike Vallas.

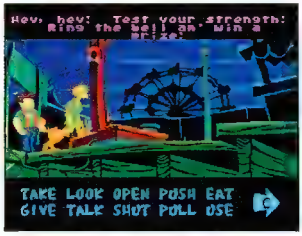
WHO DUNIT... SUNSOFT OR ACCLAIM?

Dear *EGM*,

Recently, I received my August issue of ***EGM***. I love your magazine and like the new format. However, I have a question about page 119 of this issue. It's an ad showing three new Looney Tunes games for the Super NES. At the bottom of the page I saw the Acclaim logo. I thought Looney Tunes games were distributed by Sunsoft? I rented Looney Tunes B-Ball and only saw the Sunsoft logo; the Acclaim logo was nowhere to be found. I also realized that Justice League Task Force had the Acclaim logo in the beginning, along with Sunsoft logo. What is going on with these two companies? Have they joined forces? Was the ad just a typo?

Jason Taylor
Rockwall, TX

Jason, the publishing end of Sunsoft went belly-up, and Acclaim was there to scoop up Sunsoft's remaining titles. That's why many games Sunsoft was originally working on, such as Scooby-Doo, Porky Pig's Haunted Holiday are now going to be released under the Acclaim banner.



• Acclaim picked up the rights to release many Sunsoft games, like Scooby-Doo.

Coming at you from the director of 'CLERKS'

RELAX YOUR EYES & STARE VACANTLY INTO SPACE

OR YOU COULD LOOK FOR THE ANSWER BELOW - BUT REMEMBER, CHEATERS ONLY CHEAT THEMSELVES

THIS OCTOBER - GET MALLED!

510
MAGAZINE
IGNITE YOUR THRESHOLD OF DISCOVERY
MERCY

I want to be Jason Priestly!

EGM's TOP TENS

What are the hottest new games to cross the *EGM* editors' desks this month? What games do you and your gaming pals think are the best? We have the answers with this exclusive listing of the most incredible softs available for any format—chosen by the editors of *EGM* and YOU—the readers of the biggest and best video game magazine on the face of the planet, according to Cyberboy.

EGM EDITORS

1. Wipeout — PSX • Psygnosis
2. Toshinden — PSX • Sony Computer Ent.
3. World Heroes Perfect — Arcade • SNK
4. Mega Man 7 — Super NES • Capcom
5. Donkey Kong Country 2 — Super NES • Nintendo
6. Yoshi's Island — Super NES • Nintendo
7. Kabuki Clash — Neo Geo • SNK
8. Bug! — Saturn - Sega
9. Doom — Super NES • Williams
10. Comix Zone — Genesis • Sega

EGM READERS

1. Chrono Trigger — Super NES • SquareSoft
2. Killer Instinct — Super NES • Nintendo
3. Virtua Fighter — Saturn • Sega
4. Panzer Dragoon — Saturn • Sega
5. Bug! — Saturn • Sega
6. Gex — 3DO • Crystal Dynamics
7. Kirby's Avalanche — Super NES • Nintendo
8. Daytona USA — Saturn • Sega
9. Comix Zone — Genesis • Sega
10. World Heroes Perfect — Neo Geo • SNK

LET YOUR VOTE BE HEARD! You can contact *EGM* directly and record your vote for the hottest new and upcoming games by logging onto the NUKE Internet Interface at www.nuke.com on the World Wide Web. If you don't have a modem, scream your votes loudly out your window.

Dude... I know!

A MYSTERIOUS MAN OF MANY QUESTIONS...

Dear *EGM*,

I have a bunch of questions to ask and I put them in a list so that it's easy for you to answer (that is, should you decide to answer.)

1. I would like to subscribe to *EGM²* but don't know how. I bought several issues of *EGM²* at the newsstand to see if there are any postcards in it, but there were none. Also, there is a page for subscribing to *EGM*, not *EGM²*.
2. Do you have info on Enix's Dragon Quest (Dragon Warrior VI) and Namco's Tale Fantasia?
3. I heard that Killer Instinct for Super NES is missing SGI endings with voices, screen scaling out on the bridge level, 3-D sky background, announcements of combos, etc. Will these be included when it comes out on Ultra 64? Do you have any info on KI 2?
4. Since you can use Super Famicom games on the Super NES, will this work for Ultra Famicom and Ultra 64?
5. On the back of every Super Famicom game box, it says that the game is for sale and use in Japan only. Does this mean that it is illegal to play Super Famicom games?
6. Do you ever get tired of hearing that your mag is the best?
7. Will Super Street Fighter II Turbo come out for any other platforms than 3DO and computer?

Name lost due to postal system
Long Beach, CA

Okay, mystery man, here we go...

1. **If you already subscribe to *EGM*, you should be getting a voucher asking if you would like to subscribe to *EGM²*. Other than that, there is no other way to subscribe directly to *EGM²*.**
2. **It's possible that Dragon Warrior VI will come to the States, but it's unlikely. As for Tale Fantasia, there are no plans to release it here at this time.**
3. **Although final details on this game are still shrouded in mystery, with Nintendo touting the Ultra 64 the way they are, the games had better be incredible, even if it is a cartridge-based system.**
4. **Unknown, but it would be nice.**
5. **The police are on their way. Just kidding! Nintendo doesn't like the idea, but it's not really enforced in the States.**
6. **No.**
7. **No plans have been announced for another rendition of this game, but when they do, you'll be the first to know.**

SUPER NES™

WINDOWS 95™

Evolve or Die.

GENESIS™

SATURN™

NFL QUARTERBACK CLUB 96™

GAME BOY™

PLAYSTATION™

Coming October 27.

GAME GEAR™

Either you Have it, Or you Don't.

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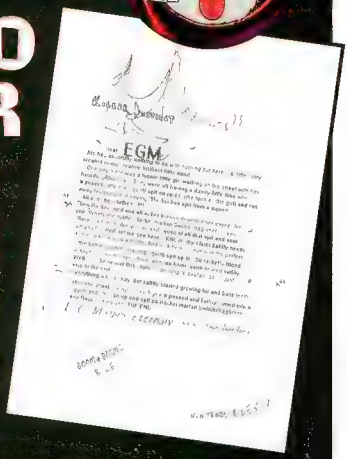
Acclaim entertainment inc

???

PSYCHO LETTER OF THE MONTH



Now for that part of the show where the truly insane get a chance to shine. This month's letter comes from Justin Swinghamer, who has a wonderful story to tell all of you...and here it is! Note that with the miracle of copy editors, this typed version (below) will read easier than the version on the right.

Dear *EGM*,

This has absolutely nothing to do with nothing but here's a little story I created in my creative and brilliant little mind.

One day there was a funny little girl walking on the street with her friends...four friends. They were all having a dandy little time when a psycho little evil squirrel spit on Rackel (the funny little girl) and ran away laughing and saying, "Rackel has spit from a squirrel all over her clothes!!"

Then Rackel cried and all of her friends deserted her except for one. "What's the matter Rackel Marian Swinkilhagmer?" said Rackel's friend, "Are you all sad 'cause of all that spit and snot all over you? Well let me see here...I know! My sister Katlily needs some spare spit in a bottle...and took here! I have just the perfect little bottle just for scraping squirrel spit up in." So Rackel's friend scraped up all the spit off her and ran home quick to feed Katlily. Well, the rest of this story is too long to explain so I'll just skip to the end. *(oh, darn. - Ed.)*

Everything was a-okay but Katlily started growing fur and buck teeth after she drank the spit. Then five years passed and Katlily turned into a squirrel and she ran up and spit on Rackel Marian Swinkilhagmer and Rackel cried. The end.

Sincerely,
Justin Swinghamer

You are a true Psycho, Justin. Your T-Shirt is in the mail.

POSTCARD PARANOIA

The tall tales of fishing have come true for this fisherman Bob Kienzle of Fayetteville, AZ, caught this magical moment on film and managed to send it to us before the fish became ticked off and killed Bob. If anyone has seen this fish, kill it and grill it.

YOU DON'T KNOW WHERE THAT THING'S BEEN!

Dear *EGM*,

I don't know if you've noticed the growing trend in game advertising such as 3DO's ad saying, "We've got over 200 woody-inducing titles to play on it." Huh? Woody-inducing? Or Sony's ad for the PlayStation stating, "Is it the start of a wet dream?" Or how about Crystal Dynamics' ad announcing, "With all the high-tech weaponry your top gun wet dream can handle." I don't know about you guys, but I don't get, well, excited when I play video games.

Tyler Endicott
Thousand Oaks, CA

Maybe you're just not holding your joystick correctly?

START SAVING UP SOME CASH

Dear *EGM*,

I'm wondering if Takara is planning on making any Neo•Geo translations such as Samurai Shodown 2 for the PlayStation since they have done translations for the Super NES and Genesis and made Toshinden for the PSX?

Corey Thrasher
Tupelo, MS

There's nothing in the works but look for Toshinden Version 1.5 for the Saturn.

Join the Mike Vallas FAN CLUB

I did not puke on the pig!

We received so many letters praising our umbrella-wielding dude, we decided to start a fan club. Send praises and love to the address shown here. !!!

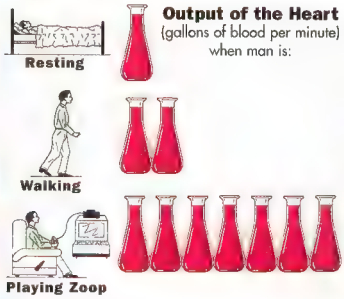
We Love Mike Vallas
c/o Sendai Publishing Group
1920 Highland Ave. Suite 222
Lombard, IL 60148

Mike Vallas is my hero!

AMERICA'S LARGEST KILLER OF TIME™

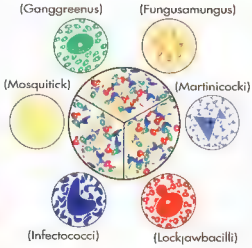
ZOOP - YOU MAY ALREADY BE ADDICTED

No one is immune



Output of the Heart
(gallons of blood per minute)
when man is:

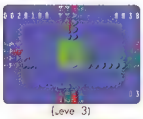
($zoopx10^{10}$)



A healthy Iris

The same Iris *after* Zoop

The stages of Zoop
(what to look for)



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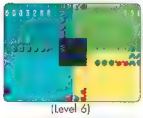

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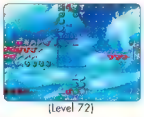
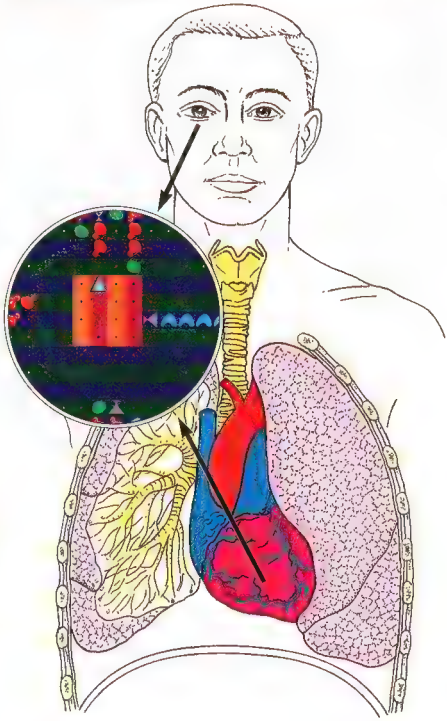
(Level 9)



(Level 72)

(this pattern continues on, and sadly always leads to one's demise)



It looks like a harmless video game until it enters the bloodstream and mixes with your DNA. In order to eradicate this affliction we must learn its moves, understand its thinking and anticipate its next move. Only then can we begin to battle and conquer this killer.

Known carriers of Zoop

Genesis™

Super NES®

Game Boy®

Game Gear™

Macintosh®

PC

PlayStation™

Saturn™

How Zoop affects the brain

It slowly eats at the Cerebellum restricting: movement, coordination, balance

It attacks the frontal lobes of the Cerebrum impairing: judgement, higher learning, reason

It mutates the Medulla causing irregular: digestion, respiration, heartbeat

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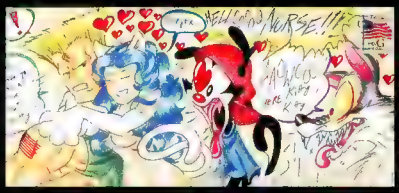
EGM LETTER ART

Where Creativity, Your Favorite Video Game and A Stamp Can Make You Immortal*

Put your creative skills to the test by decking out a plain #10 envelope (you know, the long, business type) with your own unique touch. Send your letter art submission to: *EGM* Letter Art, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.

* Or at least get you in the magazine and win yourself a groovy G&C joystick for your hard work (First Prize Only)!



WINNER!

Boy, Guile's got it rough, eh? This wonderful fantasy was brought to us by Jen Sang from Westborough, MA. Congrats, dude! Your prize is on its way.

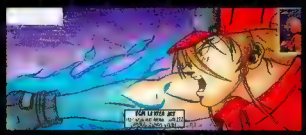
Baro Jung • Lake Forest, CA

Victor C. Watts • Sparta, GA

Lars Peterman • Cape Girardeau, MO

Sue Dinym Silver Spring, MD

Ernest Razal • Scarboro, Ontario, Canada



John Paul C. Baula • Las Vegas, NV

READER VOICES CONCERNS WITH ATARI

Dear *EGM*,

This is not another Jaguar-thrashing letter. Atari makes a good system. They should, however, leave the game making to third-party licensees. I think their attempt to make a fighting game was a failure. Of course, I'm talking about Kasumi Ninja. Did you see the ad? First, there were two stages advertised that weren't in the game. Secondly, it said you collect items after each battle to help you through a 3-D labyrinth. I saw no items and no labyrinth (unless you call a circular room a labyrinth). Third, to beat the game you have to play the hardest level and know the secret to reach the actual last character. I could also go on with all the glitches, bad programming and no endings but I have to file a false advertisement suit. Later...

Evan Meagher
Indianapolis, IN

RIPS AND PRAISES FOR "THE BIG TWO"

Dear *EGM*,

I'm writing this to give Sega praise for their Virtua Fighter series. I've never been disappointed with any of these games. I'm a very big fan of the game Virtua Cop. There are only three levels, but they're huge and tough enough to eat my quarters before I have a chance to beat it. I like Virtua Fighter for the Sega Saturn too. That sound of Lau's leg slicing through the air is awesome in that three-punch roundhouse combo (you know what I'm talking about, Sushi!) I think the sound on the Sega Saturn may be better than the arcade. Now to dump on Nintendo. I hate that stupid Virtual Boy. The concept is good, but the product sucks. It's not in full color like I thought it was going to be, and if it was any good, it would cost more than $160 with $40 games. I'm just judging the book by its cover but if the cover reflects what's in the book, I'm going to play some video games.

Mike Nash
Baltimore, MD

To each his own I guess, but you should give the Virtual Boy a try. I myself thought I'd hate it, but now I find myself playing the darned thing for hours on end! Now if only they could reduce the system price to something reasonable...like under $100.

*This month's letter column was brought to you by Danyon Carpenter, **EGM** Senior Editor/famed chinchilla herder. We've convinced him to lend his own personal lubricated touch to this section. He agreed most emphatically after we used shock therapy to bend his mind to our will. Despite drooling and internal rot, we figure that he's up to the **EGM** standards.*

Fish Heads. Fish Heads. Roly Poly Fish Heads. Fish Heads. Fish Heads...

Eat them up

Yum!

If You Lose, You Better Get Used To The Smell Of Rotting Flesh.

VIRTUAL HYDLIDE™

Sega Visions had this to say about Virtual Hydlide: "To experience RPG any more real, you would have to go there yourself."

We couldn't agree more! Virtual Hydlide offers players the first fantasy RPG for any of the Next Generation Systems. Discover the ultimate 3-D fantasy realm in this incredible adventure for the Sega Saturn!

You become a hero, born to the sword. Your mission is to free a magical realm known as the Dream World from the reign of undead marauders who have conquered this once peaceful land. By use of sword, shield and your very wits, you must battle the forces of evil. Collect gold, precious gems and rare magical artifacts that can boost your fighting prowess beyond that of your supernatural enemies. Succeed, and the Dream World lives again. Fail and you may become one of the walking dead!

Features:

- First 3D polygon Action RPG for any New Generation System!
- Digitized main character for the ultimate in realism!
- Computer graphics and 3D backgrounds created on high-tech work stations!
- Unique 'Create World' function — Explore a new world every time you play!
- Use magic potions, rings and weapons in your heroic quest!
- Over 40 billion possible worlds awaiting your exploration!

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy Games and accessories with this seal to be sure they are compatible with the Sega Saturn™ System.

ATLUS®

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Irvine, CA 92714
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*For information about the ESRB rating and legal disclaimer contact the Entertainment Software Rating Board at 1-800-771-ESRB.

BLADEFORCE. The year—2110 AD. The city—Meggagrid. A gritty metropolis reeking with the stench of organized crime. You enter this cesspool wearing only a helicopter flight suit and a big grin that says "Hello Mr. Criminal. My gun is bigger than yours." You fly in real time. You fire in real time. They die in real time. Have a real good time. *Features:* 360° 3D flying. 3D worlds. 3D everything. You spin. You soar. You shoot. You spew. Pack the Dramamine. 16,000 true 3D objects. 28 missions and 7 crime infested levels. Buy the game, get the motion sickness free.

All Those In Favor Of Gun C

Who's responsible for these two NRA favorites? The warped minds of Studio 3DO, of course. These innovative renegades have turned the most advanced gaming technology on the planet into their own sensory amusement park—and every ride's an "E" ticket. See your favorite retailer or to order direct, call 1-800-336-3506 or look us up on the Web: www.3do.com

STUDIO 3DO

ONLY ON 3DO

BLADE FORCE™

KILLING TIME

ONLY ON 3DO

ontrol, Please Skip This Ad.

WE GOT IT. THEY DON'T.

KILLING TIME. What a politically correct title, eh? You're trapped in a horrifying 3D world of the undead. But lucky you. You've brought along some serious firepower. You've got to shoot first and catch your breath later. To solve the mystery, listen to the ghosts for clues. You'll have to call on your wits, call on your weapons or call for an organ donor if things go south. *Features:* 16 horrific enemies (only 3DO could get 7 genuine ghosts on videotape). 45 supernatural areas to discover and over 200 rooms to explore. Requires use of the head, if it hasn't been blown off already.

PRESS START

SEGA'S NOMAD TRUDGES ONWARD

Sega's production plans for its 16-Bit handheld system (codenamed the Nomad) seem to be rolling right along.

According to published reports out of Japan, Sega has inked a deal with Citizen, the

to supply LCD screens for the system.

This new three "full-color" LCD display reportedly will have a higher resolution than the Game Gear and will be more in keeping with the Turbo Express hand-held system from Turbo Grafx.

Under the deal, Citizen will churn out 50,000 screens per month. That number suggests that Sega is confident the Nomad can be mass-produced, although no officials are willing to comment on the project's progress.

The Nomad, being developed by Sega of America, will be able to play Genesis games. One item being developed in conjunction with the Nomad is a four-player multiplayer cable. Also rumored to be in the works is an adapter that allows gamers to play Game Gear games as well.

If all goes well for Sega, the Nomad could be in some select markets by Christmas and available nationwide in early 1996.

Nomad illustration reprinted from Aug. 11 1995, issue of *Famicom Tsushin*

CAUGHT IN THE WEB

Gaming companies join the rush to go online

Gamers have found a place to congregate where they can trade gossip and information with each other—the Internet. Their exploits on the Internet have not gone unnoticed by some of video gaming's biggest players.

With strides in computer technology—most notably faster modems and better graphics—the Internet is more accessible and is becoming more appealing to both video game players and gaming companies.

The growth of World Wide Web has been the impetus for companies to offer their own web sites.

These web sites can cost anywhere from $10,000 to $50,000 and up to get started and upward of $5,000 per month to maintain.

"You've got to be on the Web," said Susan Baldwin, director of public relations for Catapult Entertainment. "If you don't have a web site these days, you're not plugged in."

Catapult, maker of the XBand Modem, launched its web site earlier this year. Catapult's home page offers information for gamers seeking the inside skinny on the XBand.

"We try to target the whole gamut who uses the Web," Baldwin said. "We caught the wave to get on the Internet because we know this is a very important avenue to reaching gamers, so they can have an understanding of our product and what our company is all about."

It's a statement echoed by many video and computer game companies on the web.

A recent survey by Chilton showed that almost half of teens (11 to 18) use a computer at home, and almost 20 percent of those surf the Internet. Another study by Goldman, Sachs and Company estimates that by the end of this year, more than 9 million consumers will have access to the web—up from less than 1 million in 1994.

Most web site features have the standard fare: game reviews, new releases, tips, etc. But some sites

EGM'S WEB SITE DIRECTORY

- Alias Research
  http://www.alias.com
- Atari*
  http://www.atari.com
- Catapult Entertainment
  http://www.xband.com
- Electronic Arts
  http://www.ea.com
- Interplay
  http://www.interplay.com
- JVC*
  http://www.jvc-us.com
- Konami
  http://www.wilnet.com/wil/konami.htm
- Namco
  http://www.namco.com
- Nintendo of America
  http://www.nintendo.com
- Philips
  http://spider.media.philips.com
- Psygnosis*
  http://www.sepc.sony.com/SEPC/Psygnosis/pwelcome.html
- Sega of America
  http://www.segaoa.com
- Sony of America
  http://www.sepc.sony.com
- Spectrum Holobyte
  http://www.microprose.com
- 3DO
  http://www.3do.com
- Viacom New Media
  http://www.mcp.com/musoft/viacom
- Virgin Interactive
  http://www.vie.com
- Virtual I/O
  http://www.vio.com
- Williams Entertainment*
  http://www.wms.com/williams

* Sites under development.

(especially ones from smaller companies) cover unlikely items such as company news, profiles of key employees and they even sell game-related products like hats, T-shirts, mugs and key chains.

Companies not yet caught in the Web, such as Squaresoft of America, are realizing web sites are quickly becoming the rule—not the exception.

"We're working on it [getting our own web site]," said Mirko Freguia, assistant project manager for Squaresoft. "It's been on hold because of Chrono Trigger and [Secret of] Evermore coming out."

But when that wraps up, Freguia said Squaresoft will go full-throttle to "get as much information as possible [online] and have a presence on the Internet."

Squaresoft already has an official forum area through Nintendo and America Online, but the company is aiming for its own stand-alone web site. Its sister company, Square of Japan, already has a full-fledged site up and running that showcases its new games in-depth.

In the meantime, the Web is home to a multitude of "unofficial" video game sites that focus on specific topics or fill in gaps left by companies without web sites of their own. But one thing is for sure: More companies are getting caught up in the web.

By the way... NUKE

No Internet story would be complete without a shameless plug of our own World Wide Web site: http://www.nuke.com.

But you won't find just video games at NUKE. It's a multimedia mecca that features the newest and best in computer software, movies and television information. In addition, you'll find up-to-the-minute news, strategies and screen shots of your favorite new Sega Saturn and PSX games.

"Unlike other [web] sites...that focus on one aspect of the entertainment industry, we have a multi-interest site that covers movies, computers and video games," said Dave Hill, online programming director for NUKE.

"We've got it all in one place."

MAXIMUM SURGE PACKS PLENTY OF STAR POWER

Digital Pictures is back in the gaming fray, and it hopes to have a full-motion thriller on its hands. Digital Pictures has hired some well-known actors to make this year's crop of games for the PC CD-ROM and Sega Saturn fun to play, as well as have an interesting and innovative story line.

Baywatch beauty Yasmine Bleeth and Walter Koenig (best known for his role as Chekov in the *Star Trek* series as well as being featured in several other science-fiction movies and television series, including *Babylon 5*) both star in Maximum Surge, an action game set in the 21st century in the aftermath of a nuclear war.

Bleeth plays Jo, your ally and a mercenary hired to help hunt down the evil Drexel, played by Koenig.

Jo will defend you, destroy enemies and hack computers when you reach the control rooms of the energy-producing power stations controlled by Drexel. He's a power-hungry dictator bent on repopulating the world with androids and the person you must seek out and destroy.

The 90 minutes of video footage in the game was filmed in Hollywood and in Long Beach, Calif. William Mesa directed the filming. Among Mesa's most recent big-screen accomplishments was the creation of the spectacular train crash sequence in the box-office blockbuster *The Fugitive*. In addition, he's done special effects for *Rambo III* and *Under Siege*.

Mesa's experience with action movies made him a natural choice by Digital Pictures to oversee the filming of Maximum Surge.

"In the past year, we have spent a good deal of time focus testing our games with our target consumers," said Tom Zito, president and CEO of Digital Pictures.

"We have listened carefully to what they told us and we have integrated their input throughout all aspects of our game development. This depth of research will enable us to deliver the games our consumers want, not the type of games we think they want. This year we are changing our focus and plan to deliver top-quality gaming experiences."

PRESS START

EARTHWORM JIM 2 ON SCHEDULE

Although some members of Shiny Entertainment have left to form their own gaming company called the Neverhood, Earthworm Jim 2 is right on schedule for its November release on the Super NES and Genesis platforms.

The game has been submitted to both Nintendo and Sega for their approval.

Doug TenNapel, co-creator of the Earthworm Jim character, left Shiny to start up his own company and took along some members.

Dreamworks recently signed up with the Neverhood for a three-year multimillion-dollar deal.

The first game in the works by the new company will be based on TenNapel's Neverhood paintings. Initially, the game will be for the PC-CD market, and more than likely will be made available for the PlayStation sometime afterward.

MAD CATZ TO RELEASE MC-4 SELECTOR

Mad Catz is about to introduce the MC-4 System Selector.

This new system will allow you to connect up to four audio/video systems, such as game platforms, VCRs, laserdisc players and video accessories that use A/V cables.

To choose the desired system, users only need to press a button in front of the console.

The MC-4 will be ideal for gamers and home entertainment buffs who have more than one gaming system hooked up to the television.

The MC-4 will be sold for $19.95 nationwide. Interested buyers can call 1-800-659-2287 to check on the MC-4's scheduled availability.

The MC-4 will allow you to connect your systems.

FIGHT IT OUT ON THE XBAND WITH THE KING OF FIGHTERS

Namco's WeaponLord is the first game to be made specifically for play on the Super NES and Genesis Catapult XBand networks.

Namco worked extensively with XBand representatives to make sure the game play will be exciting and keep the reaction times of the characters lightning quick.

WeaponLord will be the first game to feature an XBand-compatible symbol on the outside of the product box.

Namco even went out and acquired the services of James Goddard, a well-known fighting game aficionado who some say is the world's best fighting game player.

Goddard, the producer and lead designer on WeaponLord, is a huge fan of the XBand service. It lets players compete head to head through telephone lines. Goddard had worked on many of the original versions of the Street Fighter series at Capcom.

"We worked closely with them to make WeaponLord XBand compatible. I used to travel around playing games with people, now I can sit in my living room [to play with people]," Goddard said. "The XBand is fantastic and I've played more people in one month than I did in my entire three years of traveling around playing Street Fighter with people for Capcom.

"The best thing about the XBand network is that it makes it easier for developers and we as producers to get real opinions spontaneously from real gamers. Positive or negative, the feedback is spontaneous," Goddard said.

THE HOT NUMBER

$2 Million

The budget for Digital Pictures' highly acclaimed Quarterback Attack game. Football players took the field and went at full speed. They filmed for two full weeks.

3 QuESTioNS WItH SAM PLAYER

Crystal Dynamics

***EGM:** What type of games do you like to play?*

Sam: I am a sports game fanatic—I was weaned on the old Accolade HardBall game on the Macintosh a long time ago. I had an Intellivision when I was a kid and was a big fan of their baseball game. I skipped the 8-Bit era and went right to the Sega Genesis. I'm a big fan of the Madden and NHL series of games that took over my life.

What is Crystal Dynamics trying to bring to the sports gaming mix?

Here at Crystal we've been very successful with Slam and Jam. We're trying to bring a combination of arcade-style game play with accurate simulations. We'll bring a good mix that will appease both the arcade and the simulation fans.

What type of educational background do you have?

I went to Wesleyan University and took English and psychology.

Press Start by Todd Mowatt

If you don't have these Fighting Sticks

You might as well just stay down!

No one offers you more firepower for the Next Generation platforms than Horiden U.S.A.! Our controllers have what it takes to transform you into the most awesome fighting game specialist around! These units give you instant control of all the hot new titles available! These controllers give you the options for slow motion control, rapid-fire attacks or pre-programmed special moves! Which ever high-end system you own, get a Fighting Stick or Fighting Commander and make sure you're the last one standing!

Horiden USA product line

Fighting Stick PS
For use with Sony Playstation

Fighting Stick SS
For use with Sega Saturn

Fighting Commander 2Way
For use with Sony Playstation

Fighting Commander SS
For use with Sega Saturn

Horiden USA, inc
17145 von Karman Avenue Suite 107
Irvine CA 92714
7 4 257-0579

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To find out more about PlayStation, check out our WebSite address at http://www.sony.com. For game hints call 1-900-933-SONY (7669). The charge is $0.95 per minute. Callers under the age of 18 must get parental permission to call. Touch-tone phone is required. Available 24 hours a day/7 days a week. U.S. only. ESPN Extreme Games is distributed by Sony Computer Entertainment of America. Sony is a registered trademark

IF YOU FALL WHILE BLADING AT

85 MPH.

YOU COULD GRIND OFF

5 pounds of flesh.

BY THE WAY: THE GUY NEXT TO YOU THINKS YOU COULD

LOSE SOME WEIGHT.

You're choking on a large piece of dirt, you've got a boot in your face and you swear you just lost your ear. You're either dead or you're playing ESPN Extreme Games. Only on Sony PlayStation. The object of the game is simple. Bike, blade, luge or board your way through the rocky crags of Utah or Jungles of South America and four other radical courses while your opponent tries to play stickball with your skull. Simple, right? The Sony PlayStation provides 3-D graphics and superfast ultra realistic game play. So when the mountain biker kicks you in the face, you'll become road pizza in beautiful 3-D. Now, who's ready to start dieting?

PlayStation

u r n o t e

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REVIEW CREW

THE REVIEW CREW

DANYON carpenter

Current Favorites:
MK3—PSX
VF: Remix—Saturn
3-D Lemmings—PSX

Danyon, secret agent extraordinaire, has infiltrated a foreign country under cover of darkness. Of his mission, he wouldn't say. You can be assured that the fate of the world depends on him.

AL manuel

Current Favorites:
Air Combat
Chrono Trigger
MK3

Al has been up to no good. He's been secretly planning world domination. How he intends to do this is of to conjecture, but those canisters left radioactive waste don't look healthy.

ANDREW baran

Current Favorites:
SimCity 2000
MK2 (Saturn)
Q-Zar

Andrew recently attended Sega Unplugged, where the latest Sega games were shown. He met lots of friends who had interesting revelations on the pursuit of women.

SUSHI-X

Current Favorites:
Warlords
Pitfall
Kaboom!

Sushi challenged the editors to defeat him in single combat. In response, several members of the staff accepted. Bruised, battered and covered in maple syrup, this ninja barely survived.

HOW GAMES ARE RATED...

The reviews that are published in *EGM* are created after each gamer on the Review Crew staff plays through the game in its entirety. The Crew then independently writes their reviews based on the quality of the product, originality and challenge (how long it takes to complete), and bases their numerical scoring on a 1 to 10 scale in relation to other titles available for the same system.

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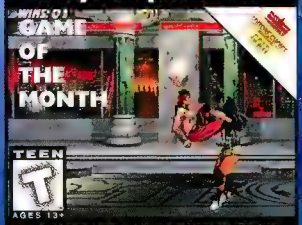
playstation

MORTAL KOMBAT 3

sony computer ent.



category:	release date:
Fighting	Now
challenge:	**back-up:**
Hard	None

DANO: Mortal Kombat 3 for the PlayStation is as good a translation as I have ever seen. The graphics are amazingly close to the arcade and the control is just like I remember it. Some of the combos that I used to do are different because the distance that punches and kicks knock a player back is farther. This causes timing problems as well, but timing is a learned thing and adjusting to it is just part of playing games. Everyone who liked it at the arcade should like this version as well.

AL: Uh, Shang what? What did they do to the morphing abilities of Shang Tsung? The slowdown during transformation into *other* characters irritates me. On another note, the graphics are clean and crisp. I almost thought I was playing the arcade version. This is a darn near perfect translation. That is, of course, with the morphing exception (moan and groan). The control is tight, and the game itself has enough secret stuff to keep you playing for quite some time.

ANDREW: I was very impressed with the quality of translation. All of the characters, sounds, stages, and moves are there. Of course, the all-important fatalities and animalities made it as well. Yes, Mortal freaks will appreciate the presence of blood and violence aplenty—unabridged from the arcade. The control was superb, partially due to the inherent quality of a PlayStation controller. Overall, I enjoyed reviewing this one, despite the butchering of Shang Tsung's morphing.

SUSHI: I guess I couldn't escape the inevitable review. Well, it looks and plays very close to the arcade version with combos and little nuances intact. As a port of the arcade, it is an excellent job. I personally have a slight problem with the PlayStation controller and had some difficulty on some of the combos, but that's just me. Access time is light and the game is as close as any MK fan could wish for (except for Shang's lag time in the morphs). If you like the original, you'll love it.

Best Feature:	Great translation
Worst Feature:	Shang's morphs
Time To Complete:	R U Good?
Also Try:	The Arcade version

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super nes

DRACULA X

konami

category:	release date:
Adventure	Now
challenge:	**back-up:**
Hard	Password

DANO: I have been playing this series since way back and for the most part the games have gotten progressively better. While Dracula X is still a fun game, as a translation it really falls short. The graphics seem to have lost their color leaving the backgrounds looking drab and boring. There are a few things that save this game from being all bad, though, like now you can jump on and off stairs, and new weapons that you get don't force you to lose the one you had.

AL: This is supposed to be related to the Castlevania games? Good thing they didn't officially include the old name in the title. Something simply did not click. If you are used to all the added controls from the previous games, such as aiming your whip up or controllable-height jumping, you will *not* immediately like the control. I guess the only way to express my opinion would be to say that this is not a great Castlevania game, but a good game on its own.

ANDREW: I'm a big fan of this series, and I was really looking forward to Drac X. This cart really disappointed me. While the backgrounds were nice and the levels were changed, it pales in comparison to the PC CD-ROM game. You cannot play as the little girl and the enemies are cheap rather than challenging. The control was a little too loose when jumping, and the whipping was too tight. The audio was okay, but gone is the roaring of the enemies. It's not better than the others.

SUSHI: The one thing I'll give this new version to an old series is that the graphics are definitely "new and improved." However, the game play is almost simplified by the lack of some of the very original concepts, such as your whip manipulation. Fans of the series will most likely be somewhat disappointed with the game. In its own right, it is a good game but it is very hard not to compare it to its predecessors and wish it had some of the nostalgia and trademark features.

Best Feature:	Good all-around game
Worst Feature:	Not quite Castlevania
Time To Complete:	Medium
Also Try:	The entire Castlevania series

super nes

MECHWARRIOR 3050

activision

category:	release date:
Destruction	Now
challenge:	**back-up:**
Hard	Password

Mechs rule! I've never really played any of the board games or other games that star huge mechs, but this one really got my interest. I loved running around in this huge armored robot that is loaded to the teeth with guns, missiles and bombs blowing the hell out of everything. There are missions to accomplish like disabling an enemy base and that's where the strategy kicks. However, it's the awesome destructive power that kept me playing. It's pretty tough, too.

I was not impressed. The graphics were a great effort, but the stresses of a 1/8 screen rendered-looking mech as a main character made themselves apparent quickly. For instance, all the other mechs in the game are puny excuses. The control is confusing, too. I guess the Two-player Co-operation Mode makes up for that. The hits come flying at you at an insane rate. At first it's near impossible to get used to the control. Get a friend to help, or get ready for frustration city.

I've been playing Battletech for a long time, and it's good to see a game really bring it to life. Mechwarrior 3050 is a lot of fun, especially with two players. The levels are long and intense. However, at times, it seems like you are being hit a little too easily. I'm not to fond of controlling a Clan mech, but the Inner Sphere rules. Anyway, the graphics and sounds are all nicely done, and the diversity of levels—from fire to ice—adds to the playability. I had a lot of fun with this one.

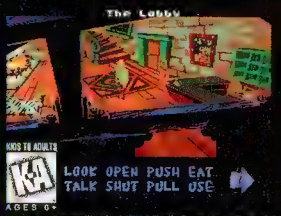
I may get dumped on for this, but I'm not into the whole Battle Tech thing. This game has very little luster for me. As a one-player game, you will get hit hard and fast to the point of frustration. The Two-player Mode is a lot more playable. Overall, the game seems to have the options, weapons and mechs to appeal to fans of this genre, but as an outsider, I wasn't pulled into its world. The controls and game play take a lot of patience to really reap any reward.

Best Feature:	Two-player Mode
Worst Feature:	Insane difficulty
Time To Complete:	Medium
Also Try:	The Genesis version

genesis

SCOOBY-DOO

acclaim



category:	release date:
Adv./Mystery	Now
challenge:	**back-up:**
Easy	Password

Scooby is a great game. The graphics and the story are all in classic Scooby-Doo style—right down to the unmasking of the bad guy at the end. The mysteries are not all that hard to figure out, but I have to admit that I was stumped more than once. There were a few times when I knew what to do but just couldn't figure out how to get Shaggy to do it. While this was frustrating, I never once wanted to stop playing it. It's a must for anyone who likes a good mystery.

Where is the game? I loved the graphics, the interface, the stories and the challenges, but where was the game itself? Along the lines of Roger Wilco in the PC Space Quest series, Shaggy and Scooby must maneuver their minds and bodies through a myriad of tricky little puzzles. Sure, there are two different quests to play through, if you have 20 minutes. But after all is said and done, I was expecting more. A mild form of disappointment overcame me.

Scooby brings back memories of some of my favorite cartoons. The brainteasers are great, although some of them are too farfetched. The graphics and animations are just like the show. The game play, especially moving Shaggy around, tends to get a bit messy. Scooby leaves you wanting more after the two mysteries. I'm hoping a sequel is on the way, or perhaps a version upgraded to 32-Bit. (That would be awesome.) This game comes highly recommended.

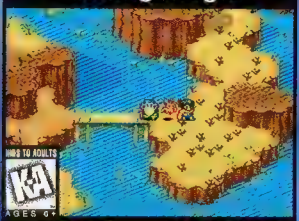
This was a great idea but I think the platform they chose cost it a lot of prestige. I loved the old Scooby mysteries and the game does a very good job of emulating the style that made the cartoon famous. The problem comes in the form of weak-looking graphics, limited sounds and quite frankly, quests that are too short. Besides the token hard puzzle, each of the two mysteries are rather easy and don't have any replay value. I like the game, but I just wish it was CD!

Best Feature:	Like the cartoon
Worst Feature:	Way too short
Time To Complete:	Short
Also Try:	Watching the cartoon

sega cd

LUNAR: ETERNAL BLUE

working designs



category:	release date:
RPG	Now
challenge:	**back-up:**
Moderate	Battery

Lunar opens up with a cinema that gave me the feeling that I was watching a movie—very cool. The game goes on from there, a little slowly at first, but after you meet Lucia, it gets intense. She has a lot of hit points and unlimited magic points that allow her to do some really devastating magic—for a little while anyway. I also really like the way the cinemas kick in when you reach a key point in the game. It's kinda like seeing a bunch of mini-endings all through the game. It's quite a blast!

Compared to other RPGs out there, this one simply doesn't stack up. It does not have superb graphics, sounds or even music, but it does have a story. Of course, the all-important: usually absent ingredient is there: fun! Imagine that, a fun game. Because of the great story and witty characters, Lunar: Eternal Blue is one such game. Like I said, this is not FF III. There are no zippy spells and plot twists from hell, but there is enjoyment.

Lunar: Eternal Blue is an average RPG. The plot is a rehash of the standard fantasy theme: An evil force is about to ravage the land, however, it is the addition of comical jokes amid the seriousness that really adds to the game. The interface is way too loose, making precision control very difficult. Talking and searching with the same button can get very annoying as well. The cinemas are really cool. Lunar: Eternal Blue failed to thrill me, but it's not a bad game.

This may not be Final Fantasy III, but it's still a good game in its own right. One of its strongest points is the cool cinemas. The overall graphics are decent and the sounds are good. It has a very simplified control using one button for pretty much everything. I kind of liked the simplicity and don't think it subtracted from the game play. The story line is the usual type and the quests are typical RPG style that anyone will like. It may not be the best but it's a good choice for Sega CD

Best Feature:	The story line
Worst Feature:	Seems simplistic
Time To Complete:	Long
Also Try:	Any other RPG

saturn

ROBOTICA

acclaim

category:	release date:
Shooter	Now
challenge:	**back-up:**
Moderate	None

Robotica has a cool opening that tells you the story and gets you hyped-up for an intense adventure. Sad to say, the game fails to carry through on its promise and only delivers another first-person run around and shoot-'em-up. The objective on the levels is always the same and there are no secrets. There are no other guns besides the ones you start out with and even though you can power these up, the icons that do so are few and far between. It just didn't have it.

If companies are going to make more Doom rip-offs, they should take a look at Robotica on how to rip off with some originality! I liked the control, as compared to my disappointment with Kileak Intelligence actually makes a difference in this game. Unlike other Doom-type games, you can think through strategies of familiar enemies, and devise strategies around them. Oh, and control! You can actually glean control from this game. Strategy, fun and control...imagine that.

Robotica is yet another futuristic Doom clone However, the graphics are pretty good (although not as crisp as those on Kileak), the audio is above average and the enemies are cool looking. The technique is more refined here. Most hits from the enemy can be avoided with a little fore-thought. The control was easy to get into, and it responded well. Robotica has an excellent story. I would recommend this CD. It's fun—one of the better games of the genre.

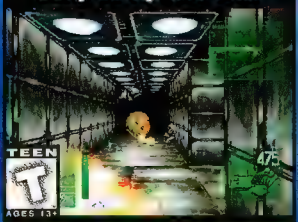
This is a pretty decent Doom clone with a lot of what makes Doom a great game. There are a wide variety of weapons and options, such as a shield and the ability to hover. Where this game breaks down a little is in the levels—they really start to look redundant. Also, I wish you could power-up your guns but that's asking a bit much since Doom doesn't even have that feature. Overall, it's rather cool and plays well, but I got bored due to the redundant backgrounds.

Best Feature:	Story, carnage
Worst Feature:	Redundancy
Time To Complete:	Medium
Also Try:	Kileak, Doom

playstation

KILEAK
THE DNA IMPERATIVE

sony computer ent.



category:	release date:
Shooter	Now
challenge:	**back-up:**
Moderate	Memory Card

Kileak is a Doom-type game filled with excellent cinemas and a cool story. I did have flashbacks from Robotica and Iron Angel of the Apocalypse though, because of how similar the games are. Of the three, this is definitely the best one because the rooms you go into have tables and bunks—as if someone actually lived there once, which adds some realism. The graphics are very well done, but that doesn't save this one from being a little boring.

Okay, the environment is set well. The sounds and graphics are very appropriate for the mood and setting of this game. However, the poor interface and control simply did not rest well in my mind while reviewing this game. Where did the control go? I was expecting another Doom rip-off, and I got even less. Sure, everyone likes the rotating environments and the big, zippy, explosive weapons, but what good are these things without an effective means of control?

Kileak: The DNA Imperative is a strange sort of game. It's very cinematic and you feel like you are in the game. It's not very intense, but it is tough because enemy shots are nearly impossible to avoid. It's a game of attrition. Take hits and kill the alien. The creatures don't fit with the game. The graphics are decent, and you can interact with the background sometimes. The audio is very moody. Kileak is a good game, but don't expect Doom. It's not that type of game.

This is another Doom-type spin-off with a few good and bad features. I really enjoyed the music and sounds as well as some of the good cinemas. However, your control cursor seems to slip a bit instead of being as responsive as I'd like. Also, it was rather tough to dodge enemy fire without a precise way to strafe (a la Doom). Still, the graphics are good and the mood is right. Doom fans may be a little judgmental but it's still a fun game if you like the genre

Best Feature:	Lots to kill
Worst Feature:	Control
Time To Complete:	Medium
Also Try:	Robotica, Doom

playstation

TOTAL ECLIPSE:
TURBO

crystal dynamics

category:	release date:
Shooter	Now
challenge:	**back-up:**
Hard	Password

This game didn't improve much from the 3DO version. If you liked this game before, you'll like this one because they play about the same. My number one complaint is the interaction with the background. I couldn't figure out how close I could get to the mountains before my shields hit especially in the tunnels. I don't like the way your shields are always going down. The game looks good and doing barrel rolls is a lot of fun, but it's just not enough.

Power-ups are almost a requirement for the shooter-game genre, and this game has many of them. However, I'm sorry to say that I was otherwise not able to truly enjoy this game. The texture-mapped graphics were well done, unlike other games similar to this one. This game does subject itself to the almost standard loss of control that accompanies advanced graphics methods. I liked the graphics and the sounds, but the control needed some tweaking.

I didn't care for the 3DO version and the PlayStation rendition doesn't work either. The game is slow and the power-ups do very little. There are instant hits galore, particularly in the tunnels where the collision will drive you nuts. The control is okay, but the way you interact is poor. TE: Turbo does have a few cool effects like the waves and the Super Bomb, but these don't make the game. In all honesty, I'd pass this game up unless you liked the 3DO version.

I really wish they'd bring back a shooter like Axelay or R-Type. These new shooters like TE: Turbo are cool to look at with all the texture-mapped polygons but just don't play that great. The control on this game is good, but flying through narrow corridors and zooming around landscapes isn't my bag. On a plus side, I was happy to see several power-ups and a good variety of levels. This is a good first-person game if you dig that sort of thing

Best Feature:	Neat-looking
Worst Feature:	Instant hit-o-rama
Time To Complete:	Medium
Also Try:	3DO version

DANO AL ANDREW SUSHI

QUARTERMANN'S CHEAT SHEET

This month we are featuring the arcade hit, The King of Fighters '95 from SNK. The special moves marked with a * can only be used when the power gauge is at maximum level. All moves are for the characters facing right.

KYO KUSANGI

DARK THRUST
▼▲► + A or C

CRESCENT SLASH
►▲▼▲◄ + B or D

FIRE BALL
►▼▲ + A or C

NEW WAVE SMASH
▼▲► + BB or DD

SPINNING KICK
◄▼▲ + B or D

**SERPENT WAVE*
▼▲◄▲▼▲► + C

GORO DAIMON

MINE LAYER
►▼▲ + A or C

CLOUD TOSSER
◄▲▼▲► + A

SUPER UKEMI
▼▲◄ + B or D

STUMP THROW
◄▲▼▲► + C

SUPER OHSOTOGARI
NEAR OPPONENT ►▲▼▲ + D

**HEAVEN TO HELL DROP*
►▲▼▲◄►▲▼▲◄ + C
NEAR OPPONENT

BENIMARU NIKAIDO

LIGHTNING FIST
►▼▲ + A or C

TRIPLE RESIST KICK
NEAR OPPONENT ▼▲ + B or D

SHINKU KATATEGOMA
►▲▼▲◄ + B or D

SUPER LIGHTNING KICK
▼▲ + B or D

IAIDO KICK
▼▲► + B or D

**HEAVEN BLAST FLASH*
▼▲►▼▲ + C

BILLY CANE

CLUB TWIST
PRESS A or C repeatedly

SUPER POWER CLUB
▲▼▲► + B or D

SPARROW DROP
▼▲◄▼ + A or C

**FLAMING HURRICANE*
▼▲►▲▼▲◄ + AC

CLUB BLOW
◄▲▼▲► + A or C

● ● ● ● ● ● ● ● ●
● ● ● ● ● ● ● ● ●

IORI YAGAMI

DARK THRUST
▼▲► + A or C

DARK CRESCENT SLICE
►▲▼▲◄ + B or D

FIRE BALL
►▼▲ + A or C

**MAIDEN MASHER*
▼▲◄▲▼▲► + C

DEADLY FLOWER
▼▲◄ + A or C x 3

● ● ● ● ● ● ● ● ●
● ● ● ● ● ● ● ● ●

EIJI KISARAGI

SPIRIT BLAST
▼▲► + A or C

MIST SLASH
▼▲◄ + A or C

SHADOW SLICER
◄▲▼▲► + A or C

SHADOW ATTACK
▼▲► + B or D

STALLION KICK
▼▲◄▼ + B or D

**MANTIS PUNCH*
◄▲▼▲►▲▼ + B

YURI SAKAZAKI

KO OH KEN
▼▲► + A or C

HUNDRED BLOWS
NEAR OPPONENT ►▲▼▲◄ + A

SAIHA
▼▲◄ + A or C

YURI SUPER UPPER
►▼▲ + A or C

RAI KOH KEN
▼▲► + B or D

**FLYING PHOENIX KICK*
►◄►▲▼▲◄ + BC

MAI SHIRANUI

KACHO SEN
▼▲► + A or C

FLYING SQUIRREL DANCE
DURING JUMP ▼▲◄ + A or C

RYU EN BU
▼▲◄ + A or C

FLYING DRAGON BLAST
►▼▲ + B or D

DEADLY NINJA BEES
◄▲▼▲► + B or D

**SUPER DEADLY NINJA BEES*
►▲► +BC

KING

VENOM STRIKE
▼▲► + B or D

DOUBLE STRIKE
►◄►▲▼ + B or D

TORNADO KICK
►▲▼▲◄ + B or D

SURPRISE ROSE
▼▲◄▼ + B or D

TRAP SHOT
►▼▲ + B or D

**ILLUSION DANCE*
◄►▲▼▲◄ + BD

SHII KENSU

SUPER BULLET ATTACK
▼▲◄ + A or C

DRAGON TALON TEAR
DURING JUMP ▼▲◄ + A or C

DRAGON UPPERCUT
◄▼▲ + B or D

DRAGON GOD DRUBBING
▼▲►◄► + D

DRAGON'S FANG
◄▲▼▲► + A or C

● ● ● ● ● ● ● ● ●
● ● ● ● ● ● ● ● ●

ATHENA ASAMIYA

PSYCHO BALL ATTACK
▼◢◄ + A or C

PSYCHO SWORD
►▼◣ + A or C

PSYCHO REFLECTOR
◄◢▼◣► + B or D

*SHINING CRYSTAL BIT
◄►◣▼◢◄▼ + BC

PHOENIX ARROW
DURING JUMP ▼◢◄ + A or C

*CRYSTAL SHOOT
+SHINING CRYSTAL BIT
▼◢◄ + A or C

CHIN GENZAI

GOURD ATTACK
▼◢◄ + A or C

ROLLING PUNCH
◄◢▼◣► + B or D

BURNING SAKE BELCH
►▼◣ + A or C

*THUNDER BLAST
▼◣►▼◣ + C

TERRY BOGARD

BURNING KNUCKLES
▼◢◄ + A or C

CRACK SHOT
▼◢◄◥ + B or D

POWER WAVE
▼◣► + A or C

POWER DUNK
►▼◣ + B or D

RISING TACKLE
▼ BRIEFLY, THEN ▲ + A or C

*POWER GEYSER
▼◢◄◢► + BC

ANDY BOGARD

SHO RYU DAN
►▼◣ + A or C

SONIC SPLIT
◢◤ + B or D

ZAN EI KEN
◢ BRIEFLY, THEN ► + A or C

DAM BREAKER PUNCH
▼◢◄ + B or D x 3

HISHO KEN
▼◢◄ + A or C

*SUPER SONIC SWIRL
▼ BRIEFLY, THEN ◣ ► + BD

JOE HIGASHI

HURRICANE UPPER
◄◢▼◣► + A or C

TNT PUNCH
A or C repeatedly

SLASH KICK
◢◤ + B or D

GOLDEN HEEL HURTER
▼◢◄ + B or D

TIGER KICK
▼◣►◤ + B or D

*SCREW UPPER
►◄◢▼◣ + BC

ROBERT GARCIA

DRAGON BLAST PUNCH
▼◣► + A or C

HAOH SHO KOH KEN
►◄◢▼◣► + A or C

LIGHTNING LEGS KNOCKOUT KICK
◢ BRIEFLY, THEN ► + B or D

KYOKU GEN KICK DANCE
NEAR OPPONENT, ◄◢▼◣► + D

RYUGA
►▼◣ + A or C

*RYUKO RANBU
▼◣►◣▼◢◄ + C

TAKUMA SAKAZAKI

TIGER FLAME PUNCH
▼◣► + A or C

SHORAN KYAKU ATTACK
►◣▼◢◄ + D

LIGHTNING LEGS KNOCKOUT KICK
◢ BRIEFLY, THEN ► + B or D

ZAN RETSU KEN
►◣▼◢◄ + A or C

SHORAN KYAKU
NEAR OPPONENT, ►◣▼◢◄ + D

*RYUKO RANBU
▼◣►◄► + A C

RYO SAKAZAKI

TIGER FLAME PUNCH
▼◣► + A or C

HAOH SHO KOH KEN
►◄◢▼◣► + A or C

LIGHTNING LEGS KNOCKOUT KICK
◢ BRIEFLY, THEN ► + B or D

KYOKU GEN KICK DANCE
NEAR OPPONENT, ◄◢▼◣► + C

KOHO
►▼◣ + A or C

*RYUKO RANBU
▼◣►◣▼◢◄ + C

CHAN KOEHAN

SPINNING IRON BALL
A or C repeatedly

FLYING BALL BREAKER
▼ BRIEFLY, THEN ▲ + B or D

BREAKING IRON BALL
◄ BRIEFLY, THEN ► + A or C

*WILD BALL ATTACK
▼◣►◣▼◢◄ + C

KIM KAP HWAN

CRESCENT MOON SLASH
▼◢◄ + B or D

COMET CRUNCHER
◄ BRIEFLY, THEN ► + B or D

FLYING SLICE
▼ BRIEFLY, THEN ▲ + B or D

*PHOENIX FLATTENER
▼◢◄◢► + BD

FLYING KICK
DURING JUMP, ▼◣► + B or D

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3do

PANZER GENERAL

ssi

category:	release date:
Mil. Strat.	Now
challenge:	**back-up:**
Moderate	Battery

DANO

It took a while for me to figure out how to work the controls for this game—but I suppose that's to be expected with a huge strategy game. When you pit one of your forces against those of your enemy, a close-up view of the battle comes up. This I like. Dude's are getting blown right off the map and you have front-row seats! While this genre is not generally my favorite, I did like the close-up battle screens, and the interface kept things moving at a pretty good pace.

AL

As strategy war-sim games go, this one's pretty darn good. There is a wide variety of actual campaigns to play through, each with its own twists and quirks. The graphics were reasonably impressive, and the sound lacked little. I enjoyed the combat system, however, it takes forever to maneuver your forces into any kind of an interesting position. It was slow-paced and sleep-inducing at times, but otherwise very brainy and challenging...the way war sims should be.

ANDREW

Panzer General is a type of game that the 3DO has been needing for some time. It is very similar in style to Military Madness but with a more realistic bent. Overall, the graphics are about average, but I kind of wish that the battle scenes looked better. The strategies are sound, but the complex game play had me looking for something simpler. This isn't a game you can simply pick up and play. Panzer General isn't for novices. Its depth and detail are for experts only.

SUSHI

Wow! I had to look through the manuals and really read up to get a good feel for this game. I'd say that even those who like strategy sims might have a tough time. There are a lot of neat features and complex strategy to the point of almost being too hard to get into. The more mundane features, such as graphics and controls, are decent. I would recommend this game only to serious war ragers because its realistic and complex scenarios are tough to handle.

Best Feature: Serious simulation
Worst Feature: Tough to jump into
Time To Complete: Long
Also Try: Not much else like this

3do

SPACE HULK

electronic arts

category:	release date:
Strategy	Now
challenge:	**back-up:**
Impossible	None

DANO

This game is tough! I played this for quite a while and I never once made it through a mission. That's not to say that this is a bad game, though just hard. As I ran around the level trying to place Marines in strategic locations, these beasts swarmed around me and I was totally terrified! Switching from one Marine to the next is a race against the death clock. True, I was never alive long enough to see the end of a mission, but I wouldn't hesitate to spark it up and try it again.

AL

I like strategy. I do not like frustration. Both can be experienced in the first few seconds of playing this game. Patience-a-plenty should be listed on the side of this box as a system requirement. Sure, the intense game play was enjoyable (another rare quality nowadays—fun!), but the difficulty should be turned down a smidgen. The setting and overall look of the game is to be commended—it's very environmental. I tried to enjoy this one as long as I stayed alive.

ANDREW

Let me tell you, this is nothing like the board game. This will scare you for the three seconds that you are alive. The tyranids are fast and way too powerful. I like the attention to detail—from the drool of the GeneStealers to the insignias of the Blood Angels. The graphics are outstanding, but you won't live long enough to enjoy them. It's hard to switch Space Marines, and the collision between them causes lots of jams. Space Hulk is cool but way too hard.

SUSHI

I like this game from what I could see of it. It took a lot of maneuvering just to stay alive long enough to review it. The game has a great eerie feel and the graphics complement it rather well. Still, I have to comment on the incredible frustration I went through to play it. Even from the very start, you will die in a matter of seconds. It takes a long time to master your crew and learn how to position them. Definitely a game for the advanced player who has a lot of patience.

Best Feature: Terrorizing
Worst Feature: Outrageously hard
Time To Complete: Never
Also Try: Not playing in a dark room

32x

VIRTUA FIGHTER

sega

category:	release date:
Fighting	Now
challenge:	**back-up:**
Moderate	None

DANO

Virtua Fighter for the 32X looks very close to the original and it controls very well. All of the fighters are here and there are a few new things, like the different perspectives, that add a little variety to the game. While it's true that the graphics are not as good as the Sega Saturn version, they're pretty darn good. This one also has the great control that made the Sega Saturn version so good. I liked this game at the arcade, and if I had my choice, this is the one I'd want in my collection.

AL

For the system, it's a good game. The graphics exploit the capabilities, and the sounds are your staple VF set. The control is acceptable and the characters are all there. This game even scores well in the translation category. However, the actual game itself never truly held my attention for long. Virtua Fighter fans should be pleased with yet another installment of translation action, but I recommend the arcade or Sega Saturn versions to VF newcomers.

ANDREW

Virtua Fighter for the 32X has its ups and downs. You'll notice almost instantly that it doesn't look as good as the Sega Saturn version, but it plays better. There are little additions to help keep things from getting boring. You can swap color palettes and there is a Special Competition Mode. The 32X also has different camera angles, none of which are anything special. Overall, it plays better than the Sega Saturn, but it's still just more of the same.

SUSHI

I'm sorry but the old looks of VF don't cut it any more. I may be a bit harsh but look at what else is out there: VF Remix, Toshinden, Tekken. This does play a bit better and has tons of options, but the original Virtua Fighter looks just too old, especially with Remix being out. For fans of this game, I'd say you'd like it as much or maybe even more than the Saturn version. For this arcade player the game is a bit tired. This is an excellent version for the system but it's old.

Best Feature: Darn good
Worst Feature: Seems dated
Time To Complete: Medium
Also Try: Sega Saturn/arcade editions

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32x

PITFALL

activision

category:	release date:
Adventure	Now
challenge:	**back-up:**
Moderate	None

DANO

As I played Pitfall for the 32X, I couldn't help but wonder why they didn't work on the control. This game is packed with secrets that are really hard to get to because of the frustrating, loose control. A game like this should be picked up and played, not picked up, learn the control then played. After I got the hang of the control, the game's great animation and graphics came through, but that's not enough. If you liked the first version, you will like this one. It didn't change all that much.

ALL

What's the difference between this game and the Genesis version? I really expected to see more from this new 32X version. Sure, the game itself is good, but why is it only marginally different from the supposedly inferior Genesis? Anyway, I liked the pace of this game: Do what you need to do with a minimum amount of fuss and move on. This is how more video games should be, regarding their game play. I found no difficulty getting into this one.

ANDREW

Pitfall 32X suffers from the same problems as the 16-Bit versions. The character tends to slide around a lot, making precise control nigh-impossible. Hitting enemies with your weapons also is sloppy. The graphics are good, with a few touch-ups here and there. The screen broke up a few times. (Why?) The levels are long and filled with secrets, and if not for the control, would probably be fun to play. Overall I'd try it. If you can get used to the controls, you'll have fun.

SUSHI

This is much the same game as the Genesis version. There might be a few touch-ups but it looks and plays pretty much the same. Speaking of playability, I found my character kind of tough to control, moving as well as aiming. It seemed a little slippery to run and stop or to shoot at times. There are plenty of hidden areas and some neat levels, but the game seemed more like a run-and-gun rather than a take-your-time-to-explore. If you liked it before, you'll still like it.

Best Feature:	Still fun
Worst Feature:	Slippery control
Time To Complete:	Medium
Also Try:	The 16-Bit versions

virtual boy

RED ALARM

nintendo

category:	release date:
Shooter	Now
challenge:	**back-up:**
Moderate	None

The Virtual Boy tries its hand at a shooter and comes out with a cool game. The little ship you are flying controls very well and the different perspectives really add to the game play. There were times where in the middle of a mission I would run into a wall or pillar or something and would completely lose my sense of direction not knowing what I was hitting. But it wasn't too hard to get back on course. I love the part where the little people are running around looking for shelter!

Ouch. After playing through a bit of this, stand back, look at something and try to focus. Anyway, the control is superb. I was impressed by Red Alarm. Unfortunately, the graphics (all in red mind you) are baffling. Is that a wall, a ship or an icon you are approaching? If you are not careful, you could find yourself lost in the land of wire frames. I really was impressed by the "virtuality" of it all—being able to move about freely within a miniwire frame universe. It's alright.

This cart is pretty cool, especially for a first-generation game. The graphics are detailed. I like the little soldiers running away in terror in the mech hanger. The game play is well managed with lots of options to appease any player. It's almost impossible to play from the StarFox point of view. I wish there was some way to fit in the wire frames. Sometimes you can't tell what you can and cannot hit. The audio needs work. Red Alarm is a nifty show-off game.

I was surprised by this game being as good as it was. I really expected the first few titles to be too simple. This game has good perspectives and plays pretty well. I don't really like first-person flying games, so this still won't rank high in my book. However, it is a decent game with its main drawback being its inherent nature of too many wire frames that blend and confuse you. If you can keep your eyes focused and get over all the red, it is a pretty decent game.

Best Feature:	Good first-gen. game
Worst Feature:	Easy to get lost
Time To Complete:	Medium
Also Try:	StarFox, Battle Zone

virtual boy

GALACTIC PINBALL

nintendo

category:	release date:
Pinball	Now
challenge:	**back-up:**
Moderate	None

I have always liked pinball games, and I wondered if Virtual Boy would have what it takes to make a good pinball simulator. I like the fact that you can choose your own level, and for the most part, the levels are completely addictive. The only thing that disappointed me was that the flippers don't respond as fast as they should. But once you set the timing down, you can just about play forever...or until your batteries run out. The Virtual Boy keeps looking better and better.

All-new systems have first-generation games that supposedly exploit the hardware's capability. This game doesn't seem to fit into the mold of look-at-how-impressive-I-am games. The control is not entirely there. However, there are some nifty little treats to discover, if you're attentive in the least. Unfortunately, I wasn't too impressed with this new approach to an otherwise severely rehashed form of game. This one's neither overly fun nor impressive.

I was very skeptical about how good the Virtual Boy would really be. Galactic Pinball is a very cool pinball game. The flippers react a little slowly and not at all realistically. The buttons feel like the real thing, however. Each board has its own feel to it. The Colony Level is awesome, while Alien seems really cheap. The audio and voices are at top notch. Before I doubted I'd see the VB as a viable system, but now I'm beginning to see what Nintendo has up its sleeve.

I really don't care for this "new portable system," so I must admit to being very skeptical to an all-red game. Actually, the several different fields are quite good and if you can get by the sluggish flippers, you may even be able to enjoy it. There are several cool gimmicks to keep you playing and the 3-D effect is decent. I think pinball fans would definitely want to give it a try, but the general player may not be drawn in as easily. It's an average game but nothing to write home about.

Best Feature:	It's 3-D pinball
Worst Feature:	Wears thin
Time To Complete:	Medium
Also Try:	Eyeglasses after a few hours

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MK3

FIRST ON PLAYSTATION.™

PlayStation

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*Afraid you may have missed **EGM's** review of your favorite product? Curious as to how good that game in the bargain bin is? The EGM 50 details the Review Crew's rankings of the highest rated softs from the past year. The games on this list, ranking from one to 50, are listed accordingly.*

THE EGM HOT 50

GAME	SYSTEM	PUBLISHER	RANK	SCORE	ISSUE
Chrono Trigger	Super NES	Squaresoft	1	9.25	Aug. '95
Sonic & Knuckles	Genesis	Sega	2	9.25	Dec. '94
Donkey Kong Country	Super NES	Nintendo	3	9.25	Nov. '94
Samurai Shodown 2	Neo•Geo	SNK	4	9	Jan. '95
Prehistorik Man	Super NES	Titus	5	8.875	May '95
Earthworm Jim: SE	Sega CD	Interplay	6	8.875	April '95
Rayman	PlayStation	ubi Soft	7	8.625	Sept. '95
Gex	3DO	Crystal Dynamics	8	8.625	June '95
World Heroes Perfect	Neo•Geo	SNK/ADK	9	8.5	Aug. '95
The King of Fighters '94	Neo•Geo	SNK	10	8.5	Nov. '94
Raiden Project	PlayStation	Sony	11	8.375	Sept. '95
Panzer Dragoon	Sega Saturn	Sega	12	8.375	July '95
Ignition Factor	Super NES	Jaleco	13	8.25	March '95
Doom	32X	Sega	14	8.25	Jan. '95
Pieces	Super NES	Atlus	15	8.25	Jan. '95
Snatcher	Sega CD	Konami	16	8.25	Dec. '94
Zero, the Kamikaze Squirrel	Genesis	Sunsoft	17	8.25	Dec. '94
Toshinden	PlayStation	Sony	18	8.125	Sept. '95
Metal Warriors	Super NES	Konami	19	8.125	April '95
Shinobi Legions	Sega Saturn	Vic Tokai	20	8	Sep. '95
Rayman	Jaguar	ubi Soft	21	8	Sept. '95
Need for Speed	3DO	Electronic Arts	22	8	April '95
Return Fire	3DO	Silent Software	23	8	Feb. '95
Super Street Fighter II Turbo	3DO	Panasonic	24	8	Jan. '95
Animaniacs	Super NES	Konami	25	8	Nov. '94
Burn: Cycle	CD-i	Philips	26	8	Nov. '94
Mickey Mania	Sega CD	Sony Imagesoft	27	8	Nov. '94
The Lion King	Genesis	Virgin	28	8	Nov. '94
Bug!	Sega Saturn	Sega	29	7.875	Aug. '95
Comix Zone	Genesis	Sega	30	7.875	Aug. '95
Virtua Fighter	Sega Saturn	Sega	31	7.875	July '95
World Heroes 2 Jet	Game Boy	Playmates	32	7.875	June '95
Ogre Battle	Super NES	Enix	33	7.875	May '95
Phantasy Star IV	Genesis	Sega	34	7.75	April '95
Bust-A-Move	Super NES	Taito	35	7.75	March '95
Cannon Fodder	Jaguar	Computer West	36	7.75	March '95
Crusade of Centy	Genesis	Atlus	37	7.75	March '95
Pac-In-Time	Super NES	Namco	38	7.75	March '95
Popful Mail	Sega CD	Working Designs	39	7.75	March '95
Lemmings 2	Super NES	Psygnosis	40	7.75	Feb. '95
Aero The Acro•Bat 2	Genesis	Sunsoft	41	7.75	Jan. '95
Keio Flying Squadron	Sega CD	JVC	42	7.75	Jan. '95
X-Men	Super NES	Capcom	43	7.75	Jan. '95
Judge Dredd	Super NES	Acclaim	44	7.625	July '95
Kirby's Dreamland	Game Boy	Nintendo	45	7.625	July '95
Fatal Fury 3	Neo•Geo	SNK	46	7.625	June '95
Samurai Shodown	Sega CD	JVC	47	7.5	June '95
Mega Man 7	Super NES	Capcom	48	7.375	Sept. '95
Fatal Fury Special	Super NES	Takara	49	7.375	May '95
Secret of the Stars	Super NES	Tecmo	50	7.5	July '95

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3DO

12

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FLYING NIGHTMARES. A REAL flight sim for your 3DO System.

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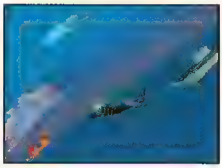

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It's about time.

YOU ARE HERE.

THE END OF TIME.

Chrono Trigger. Sci-fi fantasy meets time travel. From the creators of the acclaimed Final Fantasy® series. Character designs by Akira Toriyama. 32 megs, 10 endings, 70-plus hours of game play. Coming Sept. 1st '95.

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GAMING GOSSIP

The Trouble With Sony...3DO Looks To Upgrade...Ultra News From Japan...New Ultra Games...New Names Join PlayStation Ranks... EGM Goes Live On The Microsoft Network and Internet...

...Hi-ho Quarter-Fans, the Q is back once again with a bag full of gossip you won't find anywhere else! The industry's puked up quite a few interesting stories in the past 30 days and the Q-Mann has been on the scene to capture it all...So why did Steve Race leave Sony just weeks before the impending launch of the PlayStation? Could it be the closing of Sony Computer Entertainment of Canada? How about a rumored allotment of less than 500,000 units through January? Was it because Polygon Man got his walking papers in favor of "Bark Like A Dog" Softia? The Q has recorded all of these rumors as potential reasons why Sony's main man on the PlayStation account took a hike and jumped ship to Spectrum Holobyte, although yours truly thinks it has more to do with whipping Olaf at Ridge Racer...Now that the PlayStation is being bundled with Ridge Racer for 350 clams, Sony has a more attractive package, but how badly will the higher price affect sales? Need I remind people that Sega and Nintendo couldn't sell their next-gen systems for 200 bucks back in '90?...

..It looks like 3DO may have some kick left in it after all. The Q-Mann has learned from sources at a number of companies that one 3DO supplier will likely have the 3DO upgrade, known as the M2, on store shelves next spring for around $150. There are also rumors of another price drop for the next-gen system come X-Mas time and see the machine clock in at less than $200. Yours truly has also heard from sources close to another 3DO hardware maker that it is very possible that a 3DO/M2 "all-in-one" console could go head-to-head with the Ultra 64 next April, punching in at the $300 level. With fantastic quality and backward compatibility (i.e., lots of games already out for 3DO), such combo hardware could be a potent player in the 32+-Bit sweepstakes...In other M2 news, EA is rumored to be planning versions of both John Madden Football and PGA Tour Golf for the 3DO upgrade, despite earlier claims that no such development would take place. My Q-Sources have indicated that EA, as well as other companies such as Capcom and Acclaim, are watching the marketing strategies of 3DO carefully after being impressed by the capabilities of the new chip set...

...Hey editors, don't close the door on the 3DO just yet! The Q has seen their Q3/Q4 game lineups and they are BIG! Look for Killing Time, Primal Rage and Blade Force to name just a few. MK3 will also get the 3DO treatment and hit stores by the middle of next year (nearly a year after Sony gets their exclusive shot to debut the MK sequel on their platform)...What a steal! The Sega Nomad is quite a cool machine, with a display that is closer to the TurboExpress than the Gear. Plus you get to play all your old Genesis carts—what a great place to put them after you buy your Sega Saturn!...

...Nintendo Ultra 64 gossip is running quicker than the Colorado rapids, but the Q-Mann has been able to get some new info. Wurd has it that Nintendo's stab at a next-gen super system will be released in Japan sometime between Dec. 1 and Dec. 21 of this year. The Ultra Famicom's '95 release (as it will be known on those shores) could be scratched altogether, however, in favor of possible simultaneous release in Japan and the U.S. due to a lack of software. Seems that the only new softs that will be ready by December are a new Mario title and Cobra, the 3-D flight sim that Paradigm has been working on. Expect more clarification after the Shoshinkai Show in Japan late next month...In other Ultra rumors, wurd has it that Nintendo will do a Super Famicom trip on their Ultra machine by launching it into Japan with only one controller. The sticks are designed so that both flight sims and drivers can be played, as well as more standard fare. Expect to find six buttons (with four on the front of the pad) and joystick functions...The Q has an updated list of softs for the Ultra that includes Ultra Mario Kart, Donkey Kong Fantasy, Killer Instinct 2, Mega Man, Street Fighter, Gidden Eye, Final Fantasy VII and Ken Griffey Jr. Baseball...

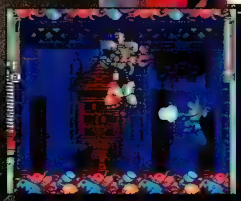
..Staying on the Ultra subject, the Q-Mann has learned that Nintendo is continuing to visit the CD-ROM issue and is looking for ways to build the machine with such an upgrade in mind. Although the machine will definitely begin life as a cart-swallower, it seems that a group of Nintendo engineers are interested in exploring the idea of either an upgrade or a hybrid unit to address some of the concerns of software publishers who are balking at Nintendo's cart purchasing terms. With more than one licensee burned with excess inventories of game packs, Nintendo is attempting to find a way that will allow less risk and larger rewards for their software supporters...

...IBM Multimedia Studios plans to make games for the Sony PlayStation. Expect the company's first title, Quest for Fame, to let air guitar mavens hit the stage with Aerosmith. Using a device called a V-pick, you'll be tested to see if you can keep the beat to all of your favorite tunes. Other games will follow, possibly including The Adventures of Hyperman. This guy isn't your average superhero, but he will be appearing in a CBS Saturday morning cartoon this fall and will make the jump to the PC CD and the PlayStation...Speaking of cartoons, I can't wait to try out Earthworm Jim. I only hope he's closer to the Tick than previous 'toons based on vid game characters...

...On a parting note, be sure to check out ***EGM***'s new online area on the Microsoft Network. While we continue to build the site, you can interact with other gamers on the ***EGM*** BBS, join in live chats with industry notables and the staff of ***EGM***, and download the latest reviews and tips. Soon, you'll be able to see exclusive info on a daily basis and preview the new issue of ***EGM***! Combined with NUKE, which has received over 7 million hits since June 1, ***EGM*** has some wild new ways to keep you connected! Try it out! Until next time, I remain...

– QUARTERMANN

THE DOCTOR IS OUT!



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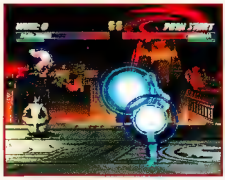
THE FIGHTERS

MK3

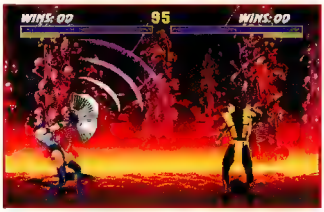


It Starts...

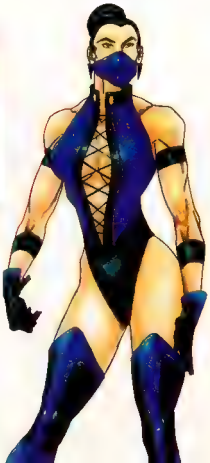
Here it is! One of the most eagerly awaited titles for the PSX. It is looking better than ever and wowed everyone here. It is an almost exact duplicate of its arcade counterpart. The graphics are unchanged and everything that you have learned from playing the arcade is in this version. Smoke is alive and well, although I'm not sure on how to make him accessible. Whether or not the Ultimate Kombat code will be that way or not remains to be seen. The combos we have all learned are also included, though some of the air juggles are a bit harder to pull off. The only really noticeable difference would be the access time between the matches. That is a pretty small price to pay considering everything else is completely intact. If you've been reading ***EGM*** then you know that Kitana and Scorpion are returning to the game as well as some others. Unfortunately, they will not be apparent on the home systems. There is a rumor, however, that a memory card may be released in the future that will allow all the new characters to be played on the PSX. One can certainly hope for that.

What's Left...

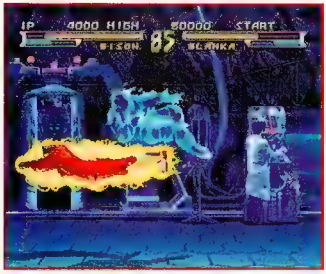
All the fatalities are intact as well as friendships and other special moves you see in the arcade. This version is not easy by any means as the harder difficulty levels provide an enormous challenge. Since the PSX's controller has multiple buttons, all the buttons are intact and the controller has a good feel. Combos and such are fairly easy to pull off. An arcade stick makes the game a little easier since it gives more of a feeling of being at the arcade. The stages are all intact, including all of the background fatalities. There doesn't seem to be a sprite of difference. All of the secret button combinations have remained including the elusive Galaga game as well as some of the other, cooler ones like random kombatants. I think most will enjoy this as much as the arcade.



It's too bad we probably won't see this on the home systems any time soon. This should keep the old MK2 Kitana fans happy for a little while—at least for now.



ARE HITTING HOME



Street Fighter Home

Most fighting game fans have developed their love of fighting because of the original Street Fighter II game. This game has spawned many wonderful games including Mortal Kombat. After lots of upgrades to the original Street Fighter II game, we have a fairly new idea. While this game has been in the arcade for quite some time now, with the advent of better CD systems, we can now have graphically advanced games. It would be an extreme challenge to convert this game to say the Super NES or Genesis. This game is a lot like its arcade counterpart with a few major differences. There are all-new backgrounds and two new characters. The hidden Blanka, who is rumored to be playable in the arcade, is now playable on the Sega Saturn as well as Dee Jay. They add a little more flavor to the game. Blade is the only character missing from the arcade version. Some other differences include the deletion of some of the animations.

How is it?

There is a Story Mode which follows the plot of the movie with tons of full-motion cinemas directly from the film that are of fantastic quality. Also, it seems that the major combos have been done away with. The new special moves from the arcade and the red super combos for the characters are also gone. The new backgrounds are really detailed and if you look closely at Blanka's stage you can see that Dhalsim from the movie is there. All the characters retain the moves that made them famous. E. Honda's Hundred-hand Slap and Ken's famous Flaming Dragon Punch are there. When you beat your opponent with a super combo, instead of an exploding life bar, you get the explosion that was in SS2T. Playing Street Fighter with digitized characters instead of the cartoons that we love is definitely different. Playing

this one on a controller is a little more difficult than Mortal, but you do get used to it. The super combos are just as effective as ever, wiping out tons of life on your opponent's bar as well keeping them away. Fans of the genre should find this one enjoyable. The PSX and Sega Saturn are on the move and these titles are just the icing on the cake.

SO HERE'S A WORD OF UNLUCKY PEOPLE WHO CASH ON A BRAND K.I. CLEARLY DELIVERS ON 16-BIT, DOWN TO

Fold

Fold

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Fold

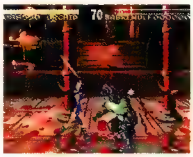
Fold

Plus, act now and a game music CD is free. So even your stereo gets loads of merciless pummeling.

The only thing you need is an SNES... OK and maybe a tourniquet.

Fully rendered graphics mean fully rendered pain.

It's gonna be a bloody free-for-all... and that's just in the game aisle at the store.



Carnage... mayhem...exploding corpuscles...fun for the whole family!(Not.)

SYMPATHY TO ALL THE DROPPED LOTS OF NEW SYSTEM, WHEN THE ARCADE FEEL THE LAST SPLATTER.

Fold

Fold

Fold

Fold

To Complete The Message, Fold So "X" Meets "Y"

Remember, you can pick your warriors...

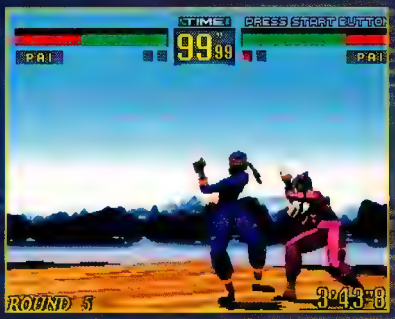
...and pick your weapons...

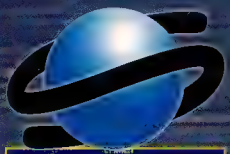
...just don't pick your scabs.

Even though others might say the end is near for 16-bit ...this sucker'll kill that feud.

Only for SUPER NINTENDO.

SPECIAL FEATURE

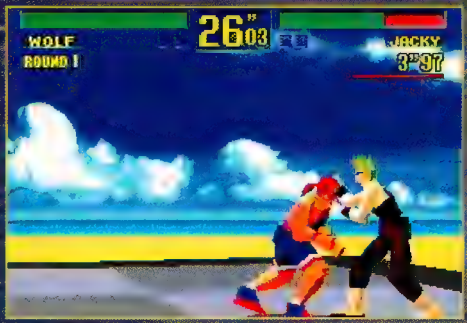


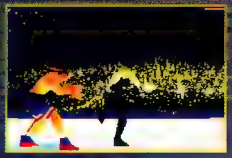


The original Virtua Fighter from Sega started out at the arcade in the summer of '94. With the release of the 32-Bit home systems, it made its way to the home system! It started out as a pack-in for the new Sega Saturn, but now it is being released for the Sega 32X. As well, for everyone who purchased a Sega Saturn before Sept. 30, 1995, they will receive a free copy of Virtua Fighter Remix, which has updated graphics and more polygons.

32X

For all of you 32X owners who have been wondering about Virtua Fighter for your system—stop wondering, because it's here. The 32X Virtual Fighter is identical to the original in every aspect except some of the music has changed. As you can see on this page, the graphics haven't changed and the disappearing polygon problem of the original Sega Saturn version has been improved. The three-button Genesis controller isn't as responsive as the Sega Saturn's, but it still plays very well.





Virtua Fighter

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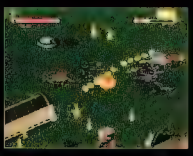
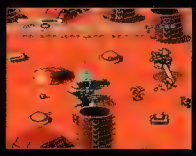
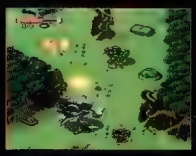
FUTURISTIC BATTLEMECH® WARFARE







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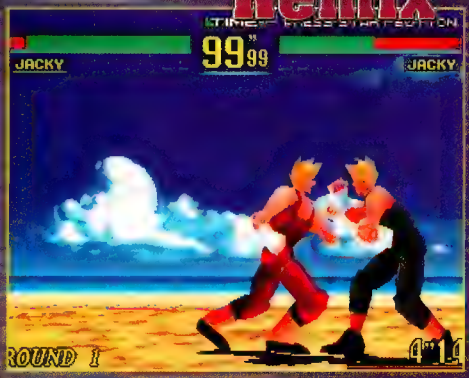
Virtua Fighter Remix



The Virtua Fighter Remix for the Sega Saturn has all of the original characters, astounding new textured-mapped graphics and more polygons. Now you can get a little taste of what Virtua Fighter 2 for the Sega Saturn might look like.

Virtua Fighter 2

One of the nottest titles at the arcade now will be making its way to the shelves of your favorite video game store just in time for Christmas. VF2 sports textured-mapped graphics and two new characters.

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TO ARENA

Your reputation is on the line. Let's face it — having your head handed to you in a contest with your 12-year old cousin is about as humiliating as getting caught staring lovingly at your shop teacher. Get medieval on 'em! And command the worship you deserve! These Specialized controls give you the power to stomp not only your cousin, but any wannabe foolish enough to #%@! with an Immortal like you!

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Weapon II · Specialized Control Pad

- Δ 360° control with directional disc.
- Σ Ergonomically designed controller, molded from ABS plastic.
- Ω Turbo switch with 30 shots-per-second firing power, configurable to all 8 action buttons.
- Φ Auto/Turbo delivers infinite stream of intense firepower.
- Ψ Slow motion switch and extra long cord.

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ASCIIWARE

SPECIAL FEATURE

Virgin INTERACTIVE entertainment

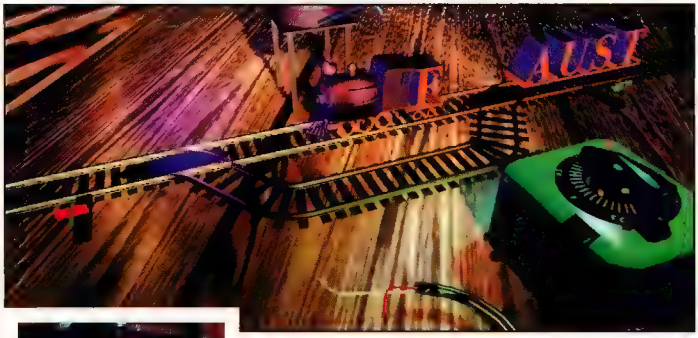
VIRGIN'S MOST WANTED

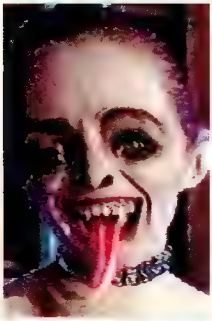
Virgin is all set to release a new line of games and I for one can't wait. With long-awaited titles like The 11th Hour, Heart of Darkness and Toon Struck on the way Virgin is not pulling any punches and they are set to take the market by storm. Also on the way is Spot goes to Hollywood, an all-new Spot adventure that features him running through the sets of some of your favorite movies. Agile Warrior: F-111X is an arcade flight shooter that will put you in the center of outrageously dangerous missions in the cockpit of F-111X. Alien Alliance, another flight shooter, is set in space after the great intergalactic war where your mission is to keep the peace. Tritryst is a puzzle strategy game in the tradition of Tetris, that is instantly addictive. Virgin also has a number of sport titles coming out. One of these is 75 Seasons: The History of the NFL, an interactive sports highlights movie player. 3-Decathlon is a sports arcade game that will take both skill and determination to get through all of the events. With their new lineup, it seems that Virgin has covered all of their bases. In the pages that follow we will go in to a little more detail on some of the games mentioned here. Check it out!

—Paul A. Ojeda

THE 11th HOUR

THE SEQUEL TO 7th GUEST





The 11th hour is the sequel to 7th Guest and has twice the full-motion video, puzzles and a broader story line than its predecessor. It also features a fully explorable mansion with 22 different rooms. The 11th Hour returns players to Henry Stauf's haunted mansion 70 years after the conclusion of 7th Guest. As reporter Carl Denning, your mission is to search for Robin Morales, your colleague and lover, who disappeared while investigating a string of murders in Stauf's hometown. As your search goes on, the horrifying truth behind the town and the house itself is revealed through the completion of puzzles and treasure hunts. This game will be available on PC CD-ROM, MAC CD-ROM, 3DO, Sega Saturn and PlayStation.

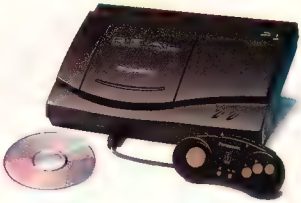
"ONE BONEHEAD CALL AND THIS

GODDESS GETS A MILLENNIUM IN SOLITARY."

An Experience from the REAL 3DO Zone™, Johnny "Torso", FL

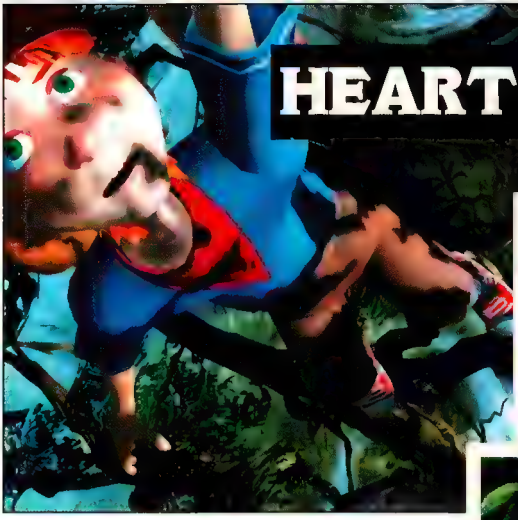
"Gotta' have a brain in the old coconut to play this one. Hey, this ain't no cakewalk. We're talkin' major scavenger hunt for three gems. Find 'em and I power up the ancient ship Isis and sail this puppy outta here. Blow it and the goddess is doin' some serious hard time. Brain-busting puzzles. Killer graphics. Funky Earth, Wind & Fire tunes. And a well-preserved 5000-year-old goddess in distress. So what are you doin' tonite? Adios, Chuckie."

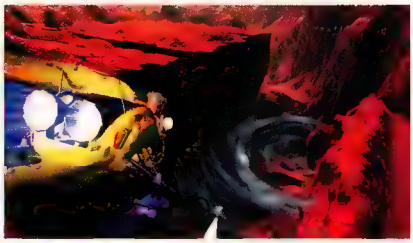
HOOK UP WITH YOUR NEAREST 3DO DEALER OR CALL: 1-800 332-5368



Panasonic
Software Company

HEART OF DARKNESS

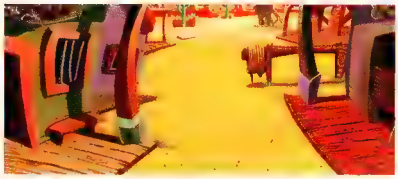




In the tradition of Out of This World and Flashback comes Heart of Darkness, an all-new adventure that combines the worst of every child's fears and a flawlessly rendered world. In this interactive adventure, players will find themselves fighting their way through this world trying to beat all seven levels of high-intensity game play. This new title also boasts high-caliber animation and a fully orchestrated soundtrack composed by Bruce Broughton, whose credits include *Miracle on 34th Street* and *Tombstone*. This game represents the new benchmark in animation and interaction. You can interact with everything that is visible, leaving the game open to infinite possibilities. Heart of Darkness will be available on PC CD-ROM.

TOON STRUCK

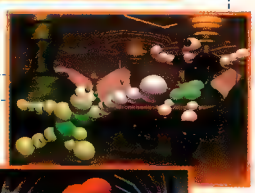
Toon Struck integrates painted backgrounds and live-action video to create a *Who Framed Roger Rabbit?* effect. At the beginning of the game you are introduced to Drew Blanc (played by Christopher Lloyd), a burnt-out Saturday morning cartoonist. Drew's unsympathetic boss demands that he come up with a cast of bunny characters for a new show, and he wants them by morning. As he attempts to create the new cartoon, a strange series of events suck him into this cartoon world, and while it seems happy on the surface, all is not well. A civil war is brewing between the good and evil cartoons and to get back, Drew and his buddy Flux Wildly must solve puzzles to outwit their enemies. Toon Struck is available on PC CD-ROM and Mac CD-ROM.

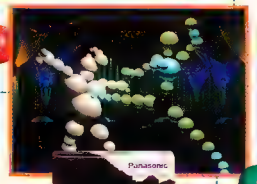


"ONE BALLZY MOVE AND

SUDDENLY I'M SUCKING SIDEWALK."

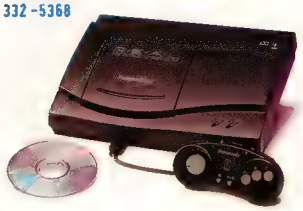
An Experience from the REAL 3DO Zone™, Tony "Two-House", IL





TEEN T AGES 13+

HOOK UP WITH YOUR NEAREST 3DO DEALER OR CALL: 1-800 332-5368



ballz The Director's Cut

"OK, I was desperate. On my kneez. Beggin' and pleadin' for mercy. Hey, I'm no wuss, but that neanderthal Kronk is tee-ing off on my skull. But now I gear it up and bust into my aerial attack and super-cool morph moves. Next up, Boomer. But now this clown is doin' the gravelin'. This is arena combat. Rude, nasty and in-your-face. And this director's cut left nothin' out. You get it all. I'm outta here. Peace."

Panasonic
Software Company

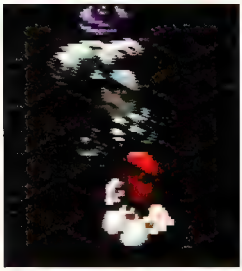
Stuff they made us say: Ballz is a trademark of Mr. Mayer. 3DO and The 3DO logos are trademarks of the 3DO Company. The REAL ZONE is a trademark of the Matsushita Electric Corp of America

SPOT GOES TO HOLLYWOOD

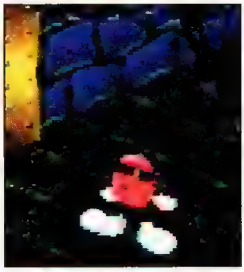
Virgin INTERACTIVE entertainment

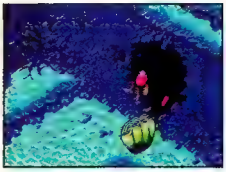
GENESIS

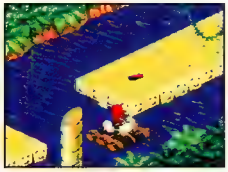
SNES

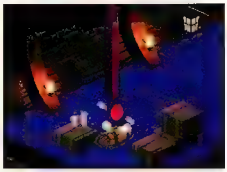


Everybody's favorite little dude, Spot is back in an all-new adventure, Spot goes to Hollywood. Walk around in 3-D spoofs of classic movies like *Pirates of the Caribbean, Mutiny on the Bounty, Aliens, Star Wars, Dracula, Frankenstein* and *Indiana Jones.* There are also bonus worlds that include spoofs of movies like *King Kong* and *Ben-Hur.* In these levels you will fight enemies that include piranhas, zombies, ninjas and assorted other bad guys. It will take all of your skill to keep this mischievous mascot alive. Spot goes to Hollywood will be available on the following systems: PlayStation, Sega Saturn, Genesis, 32X and Super NES.









PROMISED LAND

Promised Land is a rock-'n'-roll adventure based on the music from the band Queensryche. In this game you will explore the cabin/recording studio where they made their latest album *Promised Land.* As you search you will be able to interact with the band members by accessing 24 mini-documentaries. Solve the puzzles in this game and you will receive a special track recorded just for this game. This game will be available on a CD-ROM that is compatible with both Windows and MAC platforms.

"THE LUCKY

ONES ARE DEAD."

WARP.

TEEN

AGES 13+

3DO

An Experience from the REAL 3DO Zone™, Dave "Bungee Boy", PA

"Laura's not so lucky—she's got to live the nightmare. And I'm living it with her. We have to find out why her father went berserk and blew away a hospital full of patients. Or how to escape the moving wall of spikes that's poised an eyelash away from her face. The lifeless bodies littering this place aren't giving any answers. Graphics and sound so terrifying I got my back to the wall and the doors propped shut. No sleep tonight. See you on the other side."

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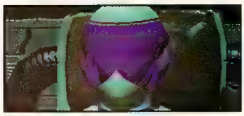
Panasonic Software Company

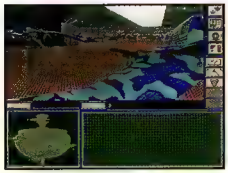
SPECIAL FEATURE

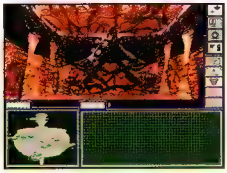
ALIEN ALLIANCE

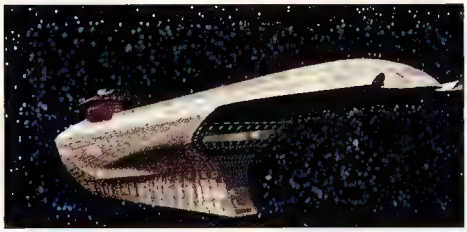
Virgin INTERACTIVE entertainment

Alien Alliance is set in space in the years after the great intergalactic wars. You play the part of an inner space wing pilot first class and your duty is to fly a series of covert missions to figure out who has been attacking human ships. A scheme of betrayal and ambush will unravel as the game goes on drawing you deeper into the mystery. This game will be available on PC CD-ROM and MAC CD-ROM.





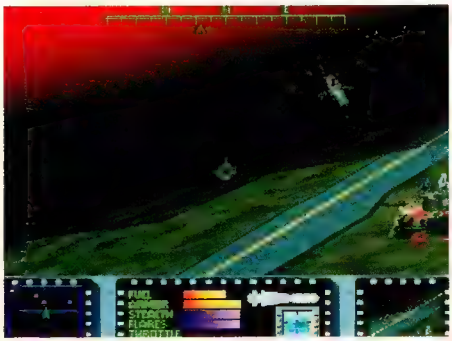




AGILE WARRIOR

F-111X

Agile Warrior: F-111X is an arcade flight shooter where you are in control of an F-111X fighter plane and are right in the middle of some really dangerous missions. Players will become members of an elite covert squadron that is sent to hot spots around the world to eliminate threats. If you fail one of your missions, the enemy's chances of success increase, so it is essential to complete every mission successfully. The missions come in a random order to keep you guessing and alert. This game will be available on the PlayStation.



The real game has begun.
two-face
over 125 awesome attacks
incredible 3D rendered graphics
digitized characters and backgrounds
over 80 unbelievable stages**
team up as Batman™* and Robin™*
riddler
secret rooms
hidden surprises
battle holographic villains
BATMAN™ FOREVER
THE VIDEO GAME
SUPER NES®
GENESIS™
GAME BOY®
GAME GEAR™
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Acclaim

SOURCES WITHIN THE PENTAGON
CONFLICT WILL OCCUR SOME

PREDICT THE ULTIMATE AERIAL WHERE OVER THE MIDDLE EAST.

WE SEE IT HAPPENING MUCH CLOSER TO HOME.

Obviously, the Defense Department isn't familiar with Air Combat™. The action fighter pilot simulator for the PlayStation® that transforms you into a mercenary on a mission to recapture a world sieged by terrorists. Build your own air

fleet, staying alive and killing 13 different types of fighter jets increase your chances of victory, not to mention survival, by flying extra equipment. Then depart on any of 17 deadly missions, all without going anywhere near the Middle East.

HOT AT THE ARCADE

VIRTUA COP 2

FACT-FILE

Virtua Cop 2
By Sega

CPU:
Not available at press time
Sound:
Not available at press time
Multiplayer Mode:
Yes
Save Option:
No

Other Notes:
Two difficulty levels

Release Date:
Not available at press time

Although I am not much of a fan of shooting games, VIrtua Cop 2 is a game I really enjoy playing. Just like Virtua Cop, Virtua Cop 2 has crosshairs around the enemies, two-player simultaneous, the ability to get powered-up weapons, and my favorite, the exploding barrels. Virtua Cop 2 has two levels of difficulty and three characters as opposed to the originals three levels of difficulty and two characters. One of the nicest features of the game is the engine that runs the game. The scrolling through the levels is as smooth as silk. I didn't even notice any slowdown when multiple enemies appeared on the screen. Overall, if you were a fan of the original Virtua Cop, or even have not even played the original, I recommend giving it a try.

—Mike Desmond

Keeping your eyes peeled and being constantly aware are two of the key elements of this game. The enemies attack you from behind crates, high in the buildings above—even from a moving car in front of you. You better be ready to shoot quickly and reload constantly to progress in this game.

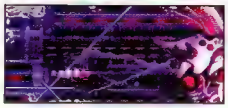
Virtua Cop 2 is not lacking in the Destruction Department. You can use stationary objects in Virtua Cop 2 to your advantage. By repeatedly shooting at barrels, you can make them explode and kill multiple enemies. The same technique can be used throughout the many levels.

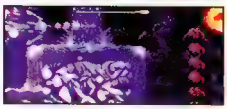
ARCADE ACTION

AERO FIGHTERS 3

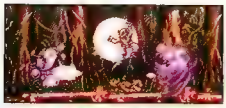
Aero Fighters is an "above the action" view shooter. The graphics are mediocre, not spectacular. But they don't need to be. The action is fast-paced, and the bombs look awesome!

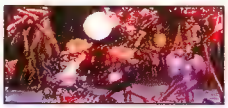
PULSTAR

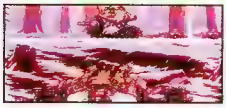




This is the shooter to end all shooters. Just like in R-Type, you have an option, which can either be launched, or connected to serve a special purpose such as diagonal firing. The Bosses look incredible!



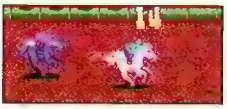


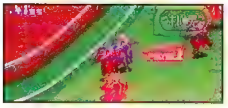


SUPER VEHICLE-001 METAL SLUG

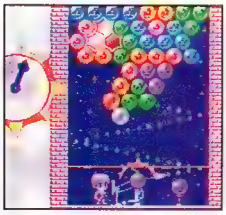
Metal Slug looks very unique to say the least. You move your tank around blowing up or running over whatever stands in your way. Excellent graphics!

STAKES WINNER





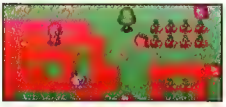
Don't laugh—it's time for an awesome horse-racing game. This game is very simple, yet very original (name three horse-racing games), and really fun, too!

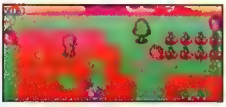


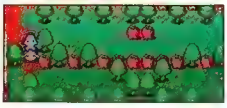
Puzzle de PON!

This update for Bust-A-Move adds some new challenges to an old premise. Many new levels await—not to mention new objectives to reach! See if you can master them all.

Mr. Do!







The old arcade favorite is back! Run around and eat cherries, all the while avoiding nasties and dropping apples on their heads! This one rules!

FACT-FILE

Pulstar
Metal Slug
Stakes Winner
Aero Fighters 3
Puzzle De Pon
Neo Mr. Do
By SNK

Notes:
SNK's Gamers' Day previewed their long line of games on the way, including a remake of Mr. Do!

Release Date:
4th Quarter 1996

I know, if it's not a fighting game, it sucks. However, SNK's "Gamers' Day" showed us what I hope will be the future of Arcade Games. (Namely, the death of fighting games—YEA!!!!!!!!) I was still reeling over KOF '95, however, when I see what looks like R-Type 4 (which is actually the kick-ass shooter Pulstar), Aero Fighters 3 (another shooter though not as good as Pulstar), a pretty cool horse-racing game (Stakes Winner), an update to Bust a Move called Puzzle De Pon, and best of all, a remake of one of the best arcade games of the "Golden Era": Mr. Do! Every game there was impressive to say the least. The most recent one SNK plans to release will probably be Pulstar, however, all six games will most likely come out by Christmas. Look for follow-up coverage as we get more info in!

—Mark Hain

ARCADE ACTION

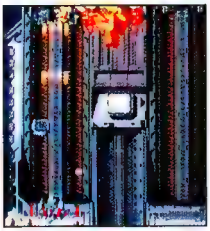
FACT-FILE

Viper
By Fabtek

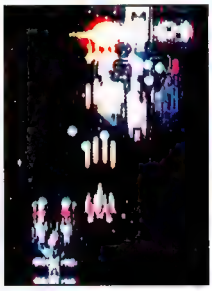
CPU:
Not Available at Press Time
Sound:
Not Available at Press Time
Multiplayer Mode:
Yes
Save Options:
No

Other Notes:
Several firepower enhancements and joint power-ups

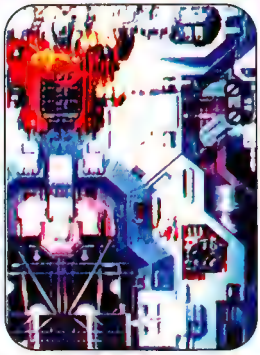
Release Date:
Available Now



As in other shooters, destroy as many targets as possible. The more objects destroyed, the more points gained.



Keep the guns firing at all times to fend off the waves of multiple fighters.

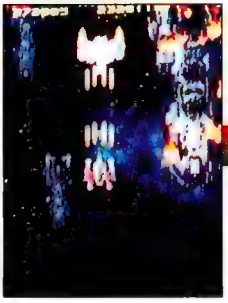


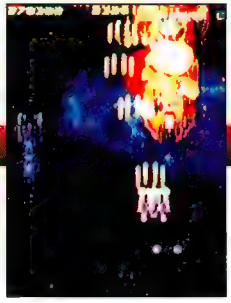
Destroying certain objects bear certain gifts, like power-ups.

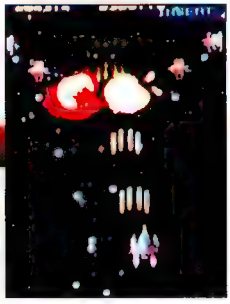
Shooters have been around for years and there have been many variations of them. In the beginning there was Asteroids and Space Invaders. Then evolved the side-scroller Defender. Since then, shooters have been commonplace in local arcades (even before fighting games). Viper Phase 1 is a shooter similar to Raiden in that it is a vertical-scrolling shooter and you must battle star destroyer-type ships in a space environment. Also, as in most shooters, by shooting certain enemies and or complete waves of enemies, you receive power-ups. Mid- and End-Bosses are quite difficult, but can be reasoned with. Overall, for those who are shooter fans, give Viper a try.

—Mike Desmond

VIPER PHASE 1







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ARCADE ACTION

FACT-FILE

Orbatak
By American Laser Games

CPU:
Not available at press time

Sound:
Not available at press time

Multiplayer Mode:
Yes

Save Options:
No

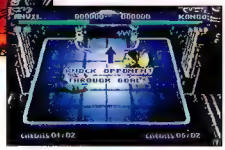
Other Notes:
Three difficulty levels

Release Date:
Not available at press time

ORBATAK

Orbatak allows you to set the difficulty at the beginning of the game. Although you can set it to easy, it isn't. The computer can be quite difficult to defeat.

There are various levels in which you must either knock your opponent

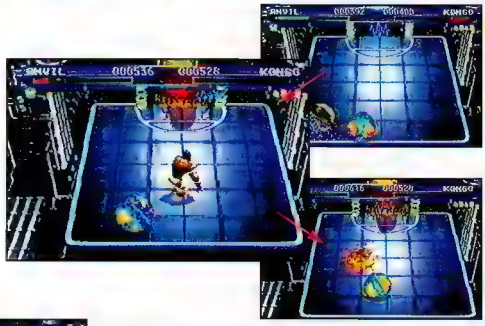


through the goal, use plungers to catch air or just demolish each other.

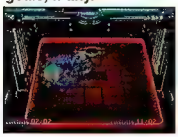
Many of you might not have seen trackball controls for almost 10 years, but they are coming back onto the scene with Orbatak. Using the Trackball, you control one of six characters trying to demolish each other. You and the opponent face off and attempt to force each other off the edge or smash each other until the sphere breaks and then "squishing" the character inside. The sounds of the orbs hitting each other are quite cool, but the voice itself can get annoying after a while. The sound of one orb "squishing" the characters is a great addition to the game. The best thing about this game is that it can be played by young and old, novice and master game players. For a unique gaming experience, give Orbatak a whirl.

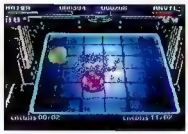
—Mike Desmond

To win the game, you must win two out of three battles. It's not as easy as it sounds, though. Depending on the battlefield, you must either knock your opponent through the goals or just deplete his energy. Once his energy is gone, he morphs from a sphere to his normal creature state. If your opponent doesn't re-energize in time, you can simply run him over.



With the varying battlefields and creatures to battle, you must change your strategy depending on who you are against and placement of the goals, if any.





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FEED THE

Because after all,

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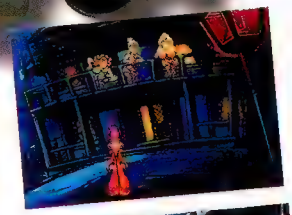
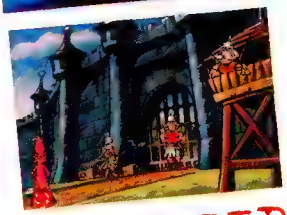
The 3DO version was Die Hard Game Fan's 1995 Shooter Of The Year, but the PlayStation version leaves it eating dust! With level after level of all-out blasting fury and graphic to die for, Novastorm has enough fire-fight action to keep the itchiest trigger finger happy!

Available September 9th





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Savor the "wild, stomach-twisting driving" (Game Pro). Go full-throttle on "an incredible selection of tracks" (Game Players). Understand that "the sensation of speed is utterly terrifying" (Ultimate Gamer). Then face up to the fact that "with WipeOut, the future really is now" (Die Hard Game Fan).

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Featuring the voice of Monty Python's Eric Idle, Discworld is the lunatic land you explore in this crazy comedy adventure game. Trade insults with trolls, hunt for dragons and discover new uses for custard, as you experience PlayStation's most surreal scenarios yet. Like the guys at EGM2 said, "Discworld will totally boggle your mind."

Available September 9th

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Available October 24th

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Electronic Gaming Monthly called it "stock-car racing on steroids"! Game Players raved at "the most realistic crashes we've ever seen"! Next Generation sez "it's the most impressive PlayStation™ game yet." So what are you waiting for? Buy or die.

Available October 31st

PlayStation™

INTERNATIONAL OUTLOOK

WORLD NET

4 GAMES PREVIEWED!!!

INTERNATIONAL NEWS

Newly fellas, this is Andrew Baran once again trying to root up the latest and greatest softs. This month there are a great deal of Sega Saturn games, most of which are from Sega themselves.

Sega is in the process of converting a lot of their arcade titles over to the home system, hoping to snag the arcade dwellers. Hang-on GP '95 is a remake of the classic motorcycle game that uses polygons. It should be out around October. Sega Rally (another Sega racer) is set to hit shelves in December.

If these games do well overseas, it doesn't take a psychic to predict that they'll probably appear here quite soon. This should give the Sega Saturn a boost.

So relax and enjoy...

Edited By Andrew Baran

Hang-on GP '95 is one of many games Sega is working on for their Sega Saturn system.

Sega of Japan

Sega Rally

Sega Saturn		December
Racing		5,800 Yen

Sega is hard at work translating Sega Rally, their rough-and-tumble arcade racer. Using the visual effects of the Sega Saturn system, players can experience the off-road thrills of the coin-op. There are three tracks to tempt the daring.

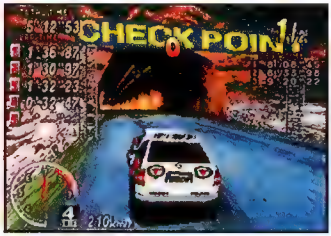
Sega Rally will be ready around Christmas, and promises to hold true to the original game in terms of strategy. Special effects like drifting around turns and being able to drive on the shoulders make SR an effective translation.

While the graphics aren't final yet, the engine and car movements are. There will also be additions to the Sega Saturn, like something called a Family Mode.

SEGA RALLY CHAMPIONSHIP SEGA SEGA RALLY CHAMPIONSHIP 1995 INTERNATIONAL RALLY

Watch your speed around the turns, or you'll fly off the track.

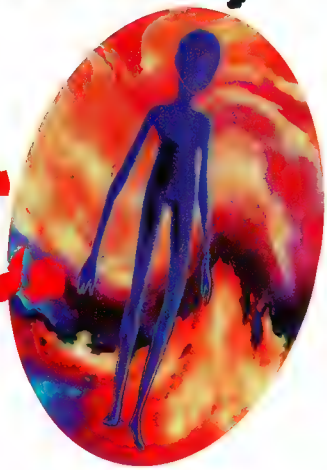
Sega Rally is twice as intense as Daytona but uses a more advanced engine.

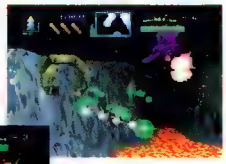


You have to cross the checkpoints in order to gain more time to finish the race.

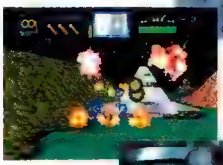
Arcade screens shown

Screw the Prime Directive. If it's on radar, it's toast.

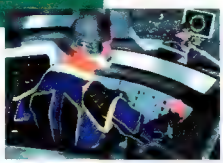




Intense 3D texture-mapped terrains of reflex-assaulting canyons and tunnels. Dramamine™ cocktails, anyone?



Scream through 20 different rounds of nonstop destruction. Remember, the more you kill the better you feel



Featuring new Save Game option, cookie-tossing 360° barrel roll capabilities, and life-saving power-ups

Forget about that intergalactic brotherhood crap. 'Cause with Total Eclipse Turbo™, the space-combat simulation for the Sony™ PlayStation™, there ain't a heapin' helpin' of hospitality for light years. And with all those squid-faced aliens stopping in to party, you're gonna have to fire up your wicked welcome wagon and get this 32-bit block party blazing.

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Sega of Japan

Formula 1 Live Information

Sega Saturn		October
Racing		Unknown Price

Formula 1 Live Information (tentative title) is a racer that is supposed to bring the thrills of the real thing home. It'll feel like you are watching a broadcast of actual races. On the top right of the Game Screen, a live report is given of what is really happening, as you brave the twisting polygon tracks. TV announcers from Fuji TV (well known for announcing F-1 races) will lend their voices to the game.

Formula 1 Live Information has several courses, from Monte Carlo to several original tracks. If you want realistic F-1 thrills, this Sega Saturn CD has it.

Formula 1 Live Information simulates a live broadcast.

Square of Japan

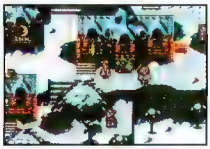
Romancing Saga 3

Super Famicom		November
RPG		Unknown Price

Romancing Saga 3 is the latest role-playing game from the masterminds at Squaresoft. Like the previous Romancing Saga game, this offers non-linear game play, letting you pick and choose which adventures to set out on. The world of Romancing Saga is a large expanse.

Characters will gain the powers of Fire, Wind, Earth, Sun, Water and Moon. Hopefully Square will consider releasing this series in the States, as it is a game worthy of their most excellent lineup.

Meet other adventurers in the towns and acquire info.



Like most Square RPGs, this cart is outstanding.

The graphics are similar to Secret of Mana.

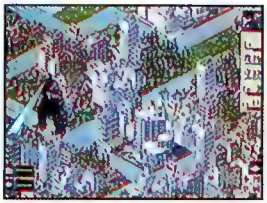
Sega of Japan

Godzilla

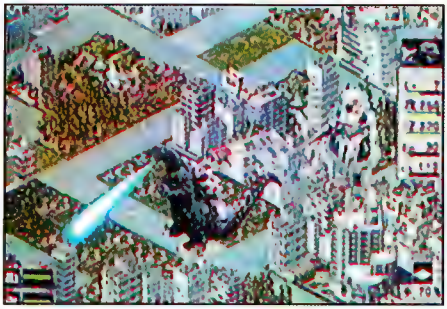
Sega Saturn		December
Action		4,800 Yen

Godzilla, the king of monsters, is about to make a carnage-filled path to the Sega Saturn. Produced by Sega of Japan, Godzilla puts you in control of the Defense Forces as they try to protect the city against the onslaught of Godzilla, Mothra and Ghidra.

Godzilla uses lots of special effects, so you can see the city fall apart around his scaly feet. If you're a Godzilla fan, this CD is sure to send you into a frenzy.



The bar on the side of the screen holds important information for the level, such as Godzilla's health, the amount of damage done to buildings and surrounding terrain and other tasty tidbits.



Similar to the second NES Godzilla game, players must guard the city from the rampaging rubber movie monster.

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And Pioneer's got them.

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The Art of Entertainment

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COMING TO THE U.S.

FACT-FILE

THEME	Action
DIFFICULTY	Variable
TIME TO COMPLETE	Short
MEG SIZE	CD-ROM
BACK-UP	None
# OF PLAYERS	1
AVAILABLE	Now
% COMPLETE	100%

DEVELOPED BY: Sega of Japan
PUBLISHED BY: Sega of Japan

PLAYER'S NOTES:

FIRST IMPRESSION

Hey, it's great! Far be it from me to applaud the average Sega game, however this is *not* an average game by any measure! Clockwork Knight 2 has some of the coolest side-scrolling game play.

BEST FEATURE

The whole foreground-background hopping thing is just great.

WHAT'S MISSING

More stages! After an invigorating play-through of this one, I was left somewhat disappointed by the missing two or three stages I was expecting. Oh well, it's a great game nonetheless.

WILL YOU LIKE IT?

If you like side-scrollers, you will like it. If you like texture-mapped graphics, you will like it. If you enjoy great game play and control, you will like it. If you are a breed of ocean sponge, you may have some difficulty appreciating this one.

—*Jason Streetz*

FRONT TO BACK, BACK TO FRONT

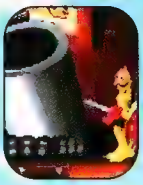
In many of the stages, you can travel back and forth from foreground to background. Most of the time, you can do this by using a cannon as means of transportation from one horizon to the next.

On stages where the Clockwork Knight must ride his loyal steed, you can cross over using a form of "exit ramp."

In each of these ways, the Clockwork Knight has arrived upon a very fresh and interesting implementation of the side-scrolling playing style.

Of course, this effect looks absolutely astounding!

In addition to its impressive visual qualities, this ability to jump about from back to front contributes to game play.

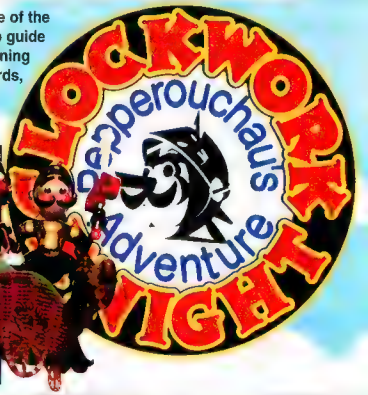


WITH THIS GAME, IT'S ALL IN THE CARDS

Each of the stages in this game contain cards, which if you run past them, will be considered "collected." Depending on how well you collect these cards, your long-term game will be affected. Much like coins or rings from familiar company mascot games, these cards can lead to bonus games or other unknown nifty stuff. Most of the stages have only four of these to collect. However, most of the time the last few are hidden. Somewhat difficult to locate at times, these cards are guaranteed to prove worth your time in the end.

POLISHED AND READY TO GO...AGAIN!

Like its predecessor, CWK2 has some of the most realistic side-scrolling graphics yet. Help guide the Clockwork Knight through several entertaining and visually impressive stages. Collect the cards, and continue your quest through to the end. Brace yourself for some hot game play!



CHINESE TAKE-OUT

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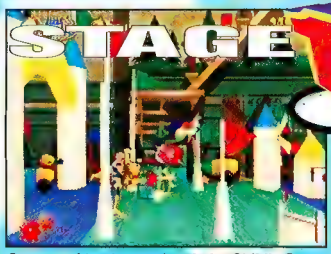
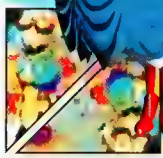


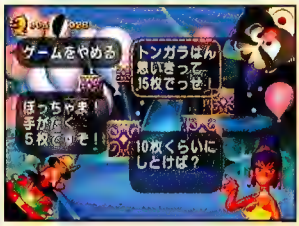
Compared to stages ahead, the Child's Room provides mild challenge. Part two involves a high-speed racetrack sequence, full of great graphics and hefty challenge. The Boss here is a riot, jumping from left to right and screaming like James Brown.

The Study provides some of the most impressive effects found in this game. Most of this stage, you must bound back and forth from foreground to background (see the first page of this Fact-File), collecting icons and searching for the cards.

In the Bathroom, you must combat both the enemies and the stage itself. Every so often, the water level of the nearby bathtub will rise, causing overspill in the foreground. This effect is harmful. Stay on your toes, jumping from rubber duckies to nearby platforms!

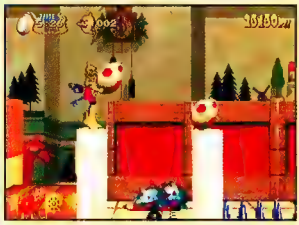


GAMBLE FOR GOODIES



At mid-points between most stages, you are provided the option of playing a gambling game. Well, with acute vision, it's not really much of a gamble. Playing a kind of which-shell-has-something-underneath-it game, you can gain several beneficial goodies.

HEFTING LARGE OBJECTS



Eggs, stunned enemies and even some background trees can be hefted. If you know what you are doing (such as throwing an egg at a row of approaching foes), you can clear obstacles quickly or get some useful icons.

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'OFF WORLD INTERCEPTOR' Take gut churning jumps across brutal alien landscapes as you run down the toughest criminals in the galaxy. Sick and twisted minds have produced a new milestone in full motion videos. So dust off the barf bag and enjoy **PSX CD $52**

'DAYTONA USA' is the most realistic 3D racing arcade game ever. This wild, highspeed stock car racing game allows you to choose from four dynamic viewpoints on the fly to get a true racing perspective. **SAT $52**

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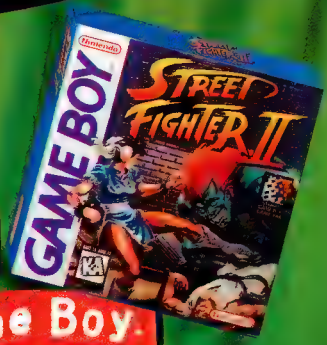
"If you're going to fight, do it outside."



Even your mom knows Street Fighter II is on Game Boy.

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NEXT WAVE

MOST WANTED FIGHTER

The Cybster is...

back again with another bunch of gaming goodies.

Being a really big RPG fan, I recently attended the GenCon show in Milwaukee. Much to my surprise, I found out that White Wolf and Capcom were teaming up to do a game called Werewolf: The Apocalypse. It will be released sometime in '96 for the PlayStation and Sega Saturn. I also stopped by the Koei booth to say hello to some friends who were wowing people with Civilization. Needless to say, I bought lots of cards and a bunch of new Shadowrun books.

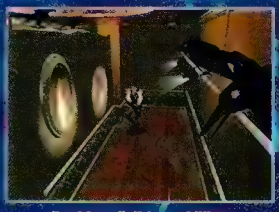
Hot news: Interplay has sold the 32X version of Blackthorne to Sega! Capcom has a new game called Marvel Super Heroes: Thanos' Quest for the Super NES.

Playmates will not be releasing WildC.A.T.S for the Sega Genesis.

Earlier this month, we sent two of our editors out to Capcom so they could get the latest scoop on their new games. They found one game that deserves special mention. It's called Resident Evil and it will be released on the PlayStation. Similar in scope to Alone in the Dark, the small preview we got was enough to tingle my spine. Look for it in this Next Wave.

You'll notice a lot of 3DO games this month. There sure seems to be a whole bunch of them coming in. It seems like the 3DO is getting its second wind.

Here's what we could find, hope you have fun reading it.



Resident Evil is a chilling adventure in a haunted mansion.

LG Electronics

Primal Rage

3DO	Fighting

New for the 3DO system is Primal Rage. PR, as you probably know, was originally an arcade fighting game that used digitized dinosaurs. Now the home translations are on the way.

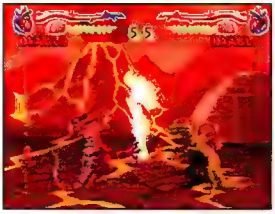
LG Electronics has finished the 3DO version and it is a very close translation. The only noticeable difference is that the characters are really small. Oh well, it's a tradeoff for being able to play it at home.

Primal Rage is your basic one-on-one fighting game, despite the prehistoric cast. Each of the characters has an assortment of normal and special moves. At the end of the match, a finishing move can be done to eradicate your foe.

The graphics are close to the coin-op, and the audio is perfect. The control is somewhat complicated, but quarter-flingers should be used to it.

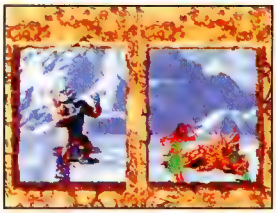
Primal Rage is one of the high-profile fighting games for the 3DO, and it's not too bad.

Blizzard gets chomped on by his opponent. Can he beat Vertigo?



Diablo fights a clone of himself in vicious two-player combat.

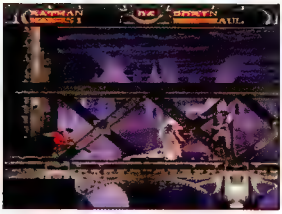
Talon (a raptor) and Armadon are two of the most unique fighters.



Primal Rage for the 3DO is a very close translation. It even has modes not found in the arcade, like the Tug-of-War. That's where you share a life bar!

Hard-hitting action is what you'll find in Batman Forever.

The Dynamic Duo has a series of special tools that can be selected.



Batman Forever offers two-player simultaneous play. You can be Robin!

Acclaim

Batman Forever

Super NES	Action

Batman Forever is a side-scrolling action game based on last summer's blockbuster film. Batman Forever has been digitized a la Mortal Kombat. The real stuntmen from the movie were used...believe it or not.

The premise behind the game is that Batman must thwart Two-Face and the Riddler who wish to control Gotham City. Each enemy thug has his own fighting style. Batman has a variety of punches and kicks he can use, along with items like the Batarang, which are stored in his utility belt.

Batman Forever uses some interesting special effects, but it will have to back it up with game play in order for it to be a winner.

NEXT WAVE

Vic Tokai
Alien Virus

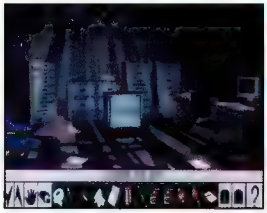
PlayStation | **Adventure**

Alien Virus is the latest interactive adventure from Vic Tokai. Set in the far future, players must travel from location to location collecting items and using them to solve the puzzles found throughout.

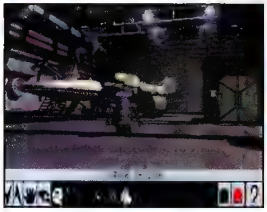
Alien Virus is pretty much like a lot of the computer adventures out there. In fact, it looks like a PC game. This title will be for the PlayStation, hence the realistic graphics.

While the plot details are sketchy, Vic Tokai is known for creating games that draw you in. We shall see if Alien Virus is a hit.

For games like this, it's a matter of knowing what to use and when.



Search each room with a fine-tooth comb. Who knows what you'll find.



Alien Virus is one of the few adventure games on the PlayStation.

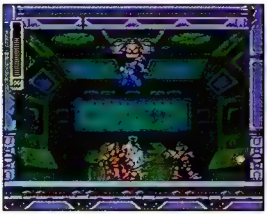
Capcom
Mega Man X3

Super NES | **Action**

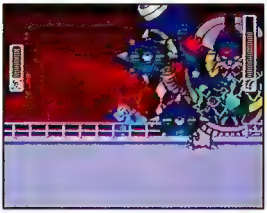
The long-running Mega Man series continues with Mega Man X3. In this latest addition, the titanium titan must once again fight evil robotic forces and assume control over their powers.

Capcom has been steadily extending each Mega Man game by making each adventure non-linear. This cart is no exception. In X3, players will be able to customize Mega Man, allowing for vast differences in playing style.

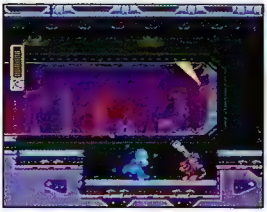
The Mega Man series has always been top-notch. This game is loaded with secrets and technique. Mega Man fans rejoice!



For a short time, you have to control Zero and rescue Mega Man!



The Bosses of Mega Man X3 are giant thanks to the C4 computer chip.



This installment in the Mega Man series changes each time you play.

Crystal Dynamics
Orion Off-Road Extreme

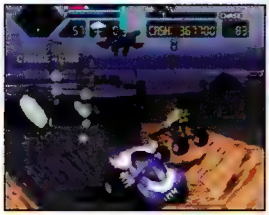
Sega Saturn | **Action**

Crystal Dynamics is currently in the process of translating a number of their hotter 3DO titles to the Sega Saturn.

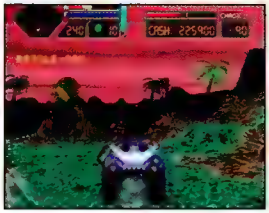
Orion Off-Road Extreme is an updated version of a futuristic racer. You must hunt down criminals in your buggy and dismiss them with your blazing cannons.

As the game progresses, you have the opportunity to acquire more weapons and armor. The levels vary from jungles to hellacious volcanoes.

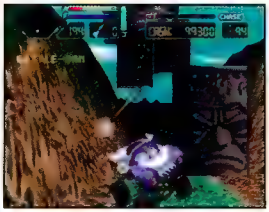
If you liked Off-Road Interceptor for the 3DO, this souped-up Sega Saturn version is just right for you.



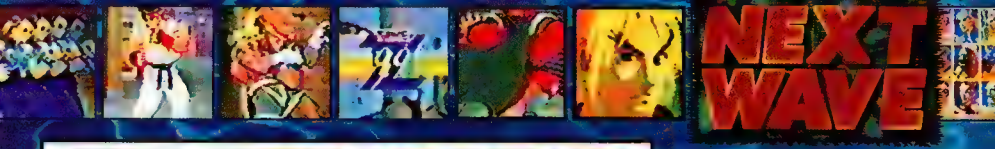
Maneuver through narrow canyons while shooting the criminal buggies.



The look of this game is similar to Total Eclipse with its texture maps.



Some of the levels feature unique pitfalls to stop you in your tracks.



Legends characters are drawn similar to those of DarkStalkers and X-Men.

There are 11 fighters to choose from, plus possible hidden warriors.

Guy takes on Birdy in a one-on-one match. Each fighter has his own strengths.

Pictures taken from a demo tape.

Capcom

Street Fighter Legends

PlayStat./Sat.	Fighting

Here is the fighter to end all fighters. Capcom brings players to a time before the World Warrior fights, introducing a younger Ryu and Ken, not to mention some new fighters. Warriors like Birdy have been resurrected from the original Street Fighter, while Sodom and Guy have arrived from Metro City to fight.

Street Fighter Legends uses an updated engine similar to many of Capcom's fighting games. Legends allows you to charge up a power meter for extra-special attacks, and there may be a few hidden fighters inside as well.

A close translation to the coin-op, this CD should be a real treat for fans of the series.

another hilarious character from our **fun & games** dept.

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NEXT WAVE

Capcom

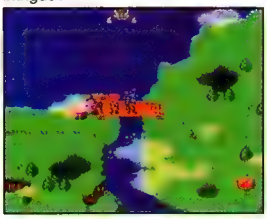
Breath of Fire 2

Super NES | **RPG**

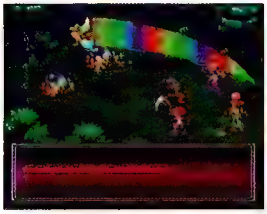
The long-awaited sequel to Breath of Fire is here, and this time Capcom is bringing it out themselves. Join a party of adventurers as they try to stop the Dark Dragons from destroying the world.

Breath of Fire 2 has some cool new features, like a town-building scenario and a way to combine character attacks. Add in new-and-improved graphics and you have the makings for an epic saga.

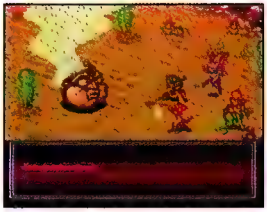
Breath of Fire 2 promises players days of adventure. Can you survive in the world of magic and intrigue?



Travel the world searching for allies in your struggles.



The spells you can cast are better looking than ever before.



Breath of Fire should be released around November if things go right.

Crystal Dynamics

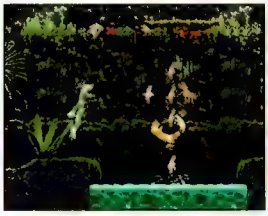
Gex

Sega Saturn | **Action**

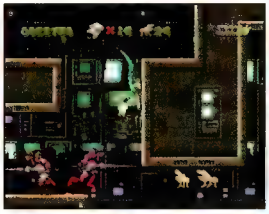
You've seen him on the 3DO, and now he's on his way to the Sega Saturn. It's Gex, Crystal Dynamics' famed gecko. He's off on an improved translation for the new Sega machine.

Fight the forces of the evil Rez by traversing themed worlds like the Cartoon Zone and the Horror World. Gex is loaded from head to tail with humorous one-liners that'll make you burst out laughing.

The graphics of the Sega Saturn version are improved, and Crystal may have put in more secrets for the treasure hunters out there. Score one for the gecko!



In the Adventure world, Gex must battle savages and horrible traps.



In Rez's domain, one wrong move may be your last. What a challenge.

It's Samurai Sunday in the Orient—lots of ninjas and other surprises.

Crystal Dynamics

The Horde

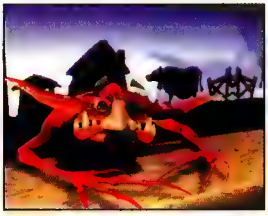
Sega Saturn | **Strategy**

When Crystal Dynamics released this innovative strategy game for the 3DO, players were instantly hooked. Now, Sega Saturn owners can see what all the ruckus was about.

Hungry critters called Hoardlings attack the realm every few seasons. It's up to you to fortify the ever-growing towns, and battle the buggers when they finally arrive.

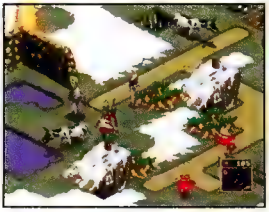
Kirk Cameron makes a comeback appearance for the full-motion video sequences that build the story.

The Horde is a great strategy game. Try it out.



See humorous cinemas, like the ill-fated *Adopt a Hoardling* program.

As you raise money, you will be able to buy more advanced weaponry.



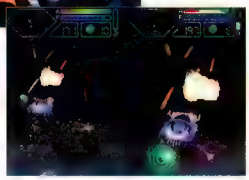
Protect your cows at all costs. They are the key to success.

4x4 + anarchy = canyon shredding kill fest.

It's 26 levels of car-to-car combat. Customize buffed monster-stompers with trick engines and air-grabbing jump jets.

Hate cheesy acting? Watch two trash-talkin' jerks rip on the gratuitous video

With our unique, head-to-head 2 player game, grind a pal's ego into the asphalt. It's cruel. But there ain't no 2nd place.



Get a load of Off-world Interceptor Extreme™, the chaotic death-capade featuring wicked 4x4s and a blood-thirsty arsenal. Red-line across the galaxy's most intense, 32-bit texture-mapped terrain, switching on the fly between cockpit and chase view. Careful, though. Grabbing massive air could crush a kidney. Or two.

Available on the Sega Saturn™ and PlayStation™ game console.

CRYSTAL DYNAMICS

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the Sega Saturn™ System.

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NEXT WAVE

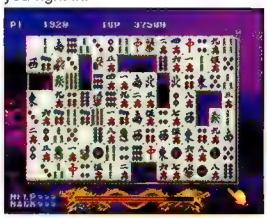
Activision
Shanghai Triple Threat

Sega Saturn	Puzzle

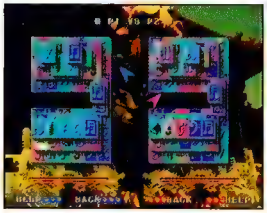
Play a modern twist on an ancient game. In Shanghai Triple Threat, you must remove two matching tiles at a time until all the pieces are gone. It sounds simple, but it will take concentration and a strong mind to conquer a puzzle. To make matters worse, there are special pieces that must be matched according to theme.

Just so your eyes don't bug out, you can change the tile patterns to suit your tastes.

Shanghai Triple Threat is an addictive puzzler that will draw you right in.



The Avalanche Mode has pieces that are affected by gravity.



A Two-player Competitive Mode can set your Sega Saturn on fire.

Shanghai Triple Threat adds some new twists on an old game.

Activision
Return to Zork

Sega Saturn	RPG

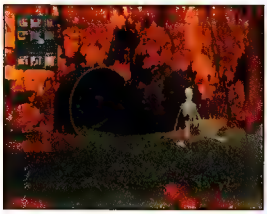
The epic adventure of Zork continues with this latest installment. (I remember playing the first four on the Commodore 64!) Enter the world of Zork where nothing is as it seems. Puzzles and riddles test you at every turn.

True to the series, Return to Zork is loaded with tongue-in-cheek humor and longtime fans will get to return to older locations.

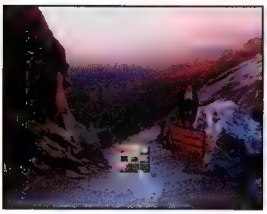
Set 700 years in the future, you must save the realm from Morphious, the evil ruler of the Great Underground.

Zork is the ultimate point-and-click adventure.

Return To Zork adds full-motion video to the series, bringing it to life.



Explore the Great UnderWorld. Things have changed since you've been here.



What secrets will you find in the Valley of the Vultures?

Capcom
Incredible Toons

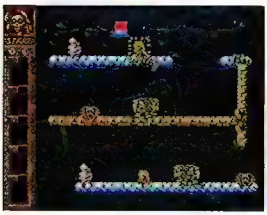
Sat./PlayStat.	Puzzle

A strange form of the computer game Incredible Machine, this CD has been given Capcom's touch. The object is to solve puzzles using Rube Goldberg-style devices.

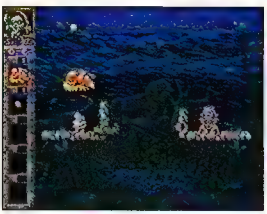
Capcom's classic characters from Ghouls 'N Ghosts help set this title apart from the computer version.

There are 100 precreated puzzle rooms that will test your mettle. Can you build what you need from the assorted bits and pieces of junk? Incredible Toons will challenge beginners and puzzle buffs alike with its multiple settings.

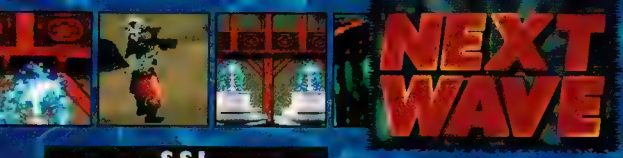
This addictive game has been renamed the Incredible Toons.



Assemble ropes, hinges and other contraptions to win the puzzle.



Capcom has given Incredible Toons a creepy feeling with cool animations.



S.S.I.

Death Keep

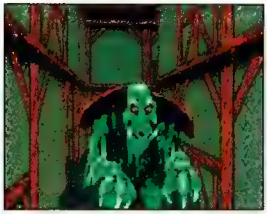
3DO	Adventure

In the tradition of Slayer (S.S.I.'s previous D&D 3DO game), you are a lone warrior embarking on a perilous quest through dark, dismal dungeons.

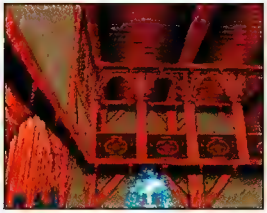
Death Keep improves on the older game by allowing you to select one of three warriors. The graphics are smoother, too.

This CD is primarily a first-person Doom-type game. When monsters appear, you must defeat them using spells or darts.

Death Keep is a cool adventure that should keep Dungeons & Dragons fans spelunking into the depths for a long time.



Disgusting creatures roam the hallways looking for lunch.



You can look up or down. You can even fire through windows!

There are three characters to choose from. They all balance out.

Studio 3DO

Captain Quazar

3DO	Action

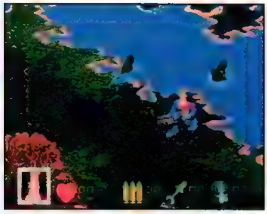
Captain Quazar is a hot new action title developed exclusively for the 3DO by the hotshots at Studio 3DO. This could be the character that will be to the 3DO what Sonic and Mario were to the Genesis and Super NES.

Captain Quazar is a cosmic cop who must stop a dastardly crime syndicate from gaining control over the galaxy.

This CD will take the 3DO to new heights. There hasn't been a great action game on the system since Gex, so this title should breathe more life into your system.

Things are viewed from a 3/4 perspective, giving you a panoramic shot of the the action. The graphics are colorful and cartoon-like.

Captain Quazar looks to be a top-notch action game. It's loaded with all sorts of wacky power-ups. The Cap will need all the help he can get. Hopefully we'll be getting more on this cool CD. Captain Quazar is the hero of the future.

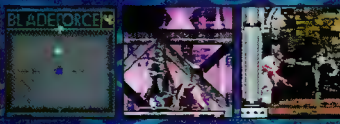


Captain Quazar is an intense action game that will heat up your 3DO.

Captain Quazar may be the logo character for the 3DO.

When you WAKE up in PRISON Framed by Some FAT, UGLY Boy, and the GROUND RIPPLES beneath your feet– YOU'RE NOT DRUNK OR F*%@ED Up on DRUGS – yoU're LOADED™

NEXT WAVE



Acclaim

Batman Forever

Genesis | **Action**

The action-packed summer blockbuster movie is on the Genesis. Batman Forever takes the Caped Crusader on a digitized adventure.

Batman Forever can be a one- or two-player game. One person gets to be Batman, and the other is target...er...Robin.

The whole game is filled with digitized characters, so it resembles the ill-fated Steven Seagal game from about a year back.

Batman Forever is Acclaim's latest license of the comic scene. What is next?

Choose your arsenal carefully, so you will be prepared.

BF uses digitized graphics extensively for a dramatic effect.

Battle the insane deep within the reaches of Arkham Asylum.

Studio 3DO

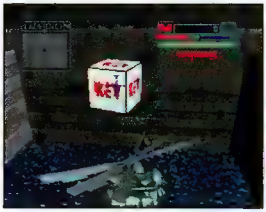
Blade Force

3DO | **Action**

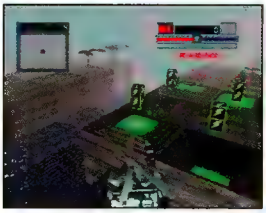
Blade Force is the latest project from Studio 3DO. You are a helicopter pilot in the far future. In a world without law, you must take justice into your own hands.

This CD puts you in control of a chopper. You are able to fly around in a realistic 3-D environment. There are enemies to shoot and icons to collect. Each level gives you an objective. One example is where you must track down a crime boss and eliminate him. Sounds like fun, doesn't it?

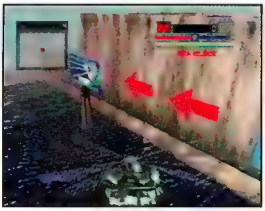
Blade Force is one of the most visually impressive 3DO games around. You should try it out.



Shoot this key icon to reveal the mission object, then enter it.



Blade Force allows you to move around in a 3-D environment.



This CD should be a pleasant surprise for the 3DO players out there.

Capcom

Final Fight 3

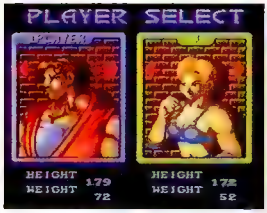
Super NES | **Action**

Metro City is in trouble again. A sinister force is wreaking havoc around the town. It's up to you to beat up those who are responsible.

Final Fight 3 is a continuation of the popular series. There are four fighters you can choose, including Guy and Haggar. There is also a new female fighter and a strange warrior who looks like he has blades on his hands.

FF3 allows for two-player simultaneous play, plus if you are alone, you can choose a computer-controlled sidekick.

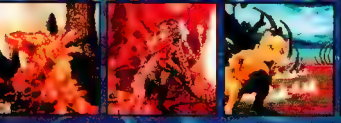
This is just what you need to relieve stress!



There is a grand total of four fighters you can play as.

There are all-new enemies to fight, as well as new techniques to learn.

Final Fight 3 picks up where the others left off—more Metro City fun.



NEXT WAVE

Time Warner Interactive

Primal Rage

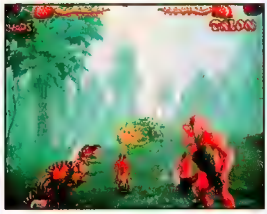
Sega Saturn | **Fighting**

Primal Rage for the Sega Saturn is close to being released. As to be expected, this 32-Bit rendition is as close as you can get to the arcade.

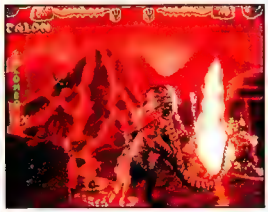
Like the other Primal Rages (there are two others in this Next Wave section alone), players get to control vicious prehistoric beasts in one-on-one combat. The winner gets to conquer the new Earth. Each beast has an array of moves. Aggressive players will seek out combos.

Add in finishing moves, and Primal Rage looks like it will be a hot game for the Sega Saturn.

This version features large beasts. Bigger than the 3DO one!



Some attacks are pretty gross. Take Chaos' belch for example.



Talon has a nasty three-hit combo that is really easy to pull off.

Time Warner Interactive

Primal Rage

PlayStation | **Fighting**

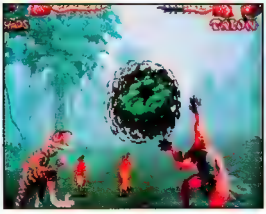
How many times can one person write different text on basically the same game?

In Primal Rage giant creatures roam the world after a terrible accident. They battle it out in brutal bouts to the death.

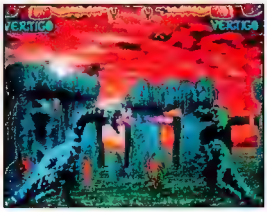
The PlayStation version looks good. All the glitz and glamour of the coin-op are here. Everything—from eating worshipers to the volleyball trick—can be done.

All of the characters are fully digitized and animated smoothly. This title seems to be making the rounds on nearly every system.

The PlayStation version of Primal Rage is a very close translation.



Chaos has a deadly fart attack that knocks opponents out of the air.



Vertigo can teleport as well as hypnotize his opponents.

NO MORE RUNNING OUT OF AMMO...

GET LOADED™

Ocean

Waterworld

See below...	Action

The most expensive movie ever made will soon be released as a game on multiple formats. The Super NES and Genesis versions are pictured to the left, while the Virtual Boy and Sega Saturn games are pictured below. Waterworld will also appear on the Game Boy.

It is set in a post-apocalyptic future where the polar icecaps have melted. The world is covered with water and people struggle for the basic necessities of life.

In the game you play as the mysterious Mariner.

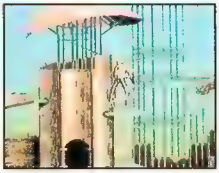
In the 16-Bit versions, you save the atolls from a group of pirates called the Smokers. This is primarily a shooter-type sequence. You have to blast the enemy jet skis and boats with your spear guns. There are also side-scrolling action sequences that have you fighting it out with the scum of the Earth.

The Virtual Boy Waterworld promises to be a 3-D arcade simulation. It is loaded with lots of shoot-'em-up action. The system will immerse you right into the middle of the action.

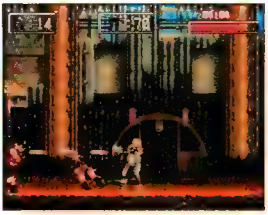
Waterworld for the Sega Saturn is early; little is known except that its graphics will be spectacular.

The movie was really cool, and I hope that the games will live up to it. More on these games later.

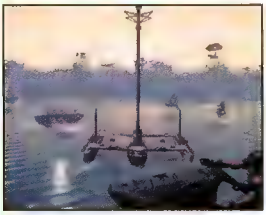
SUPER NES AND GENESIS



The 16-Bit Waterworlds are the most complete. They re-create the desolate world quite well. There are different playing styles.



SEGA SATURN



Still early, the Sega Saturn version will probably be very detailed.

Waterworld for the Virtual Boy promises to bring new thrills.

VIRTUAL BOY

Enola is a little girl who has the map to dry land tattooed on her back.

Three-dimensional shooting action comes alive in your living room.

EXPERIENCE IT IN 3-D!

Capcom

Resident Evil

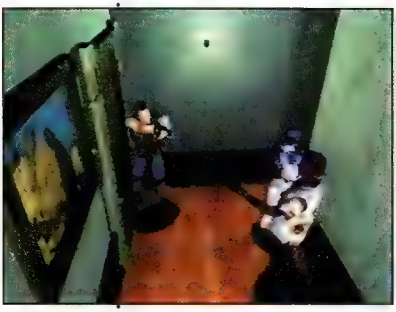
PlayStation | **Adventure**

Resident Evil is Capcom's latest game exclusively for the PlayStation. You may have heard of it as Biohazard, but it has been renamed.

This CD is similar in theme and style to the Alone in the Dark series that appeared on the PC format. You and possibly a friend (there can be a second player...) must search a haunted house that teems with dangers. Each enemy is digitized and every room is rendered.

What makes this game stand out is seeing it in action. Everything is so smooth and lifelike. To enhance the mood, Capcom has even added some nifty camera angles.

Resident Evil is one of the coolest games that I've seen in quite some time. You can be sure that you'll be seeing more of this game in future issues.



There's safety in numbers. Go alone or with a friend.

Zombies stalk you mercilessly through the game. Use your gun or die.

Resident Evil is a fully interactive adventure. Can you find the way out?

WHAT GOOD IS A SONY® PLAY-STATION™ IF IT ISN'T LOADED™ ?

Developed By: Gremlin

Interplay BY GAMERS. FOR GAMERS.™

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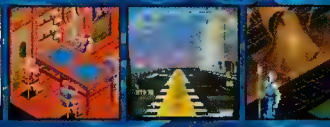
NEXT WAVE



Domark

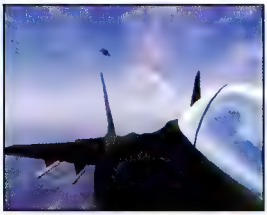
Flying Nightmares

3DO	Simulation

Domark has a cool new flight simulator for the 3DO platform. In Flying Nightmares, you control a swift weapon of death.

Choose from a number of missions ranging from air-to-air combat to ground targets. Flying Nightmares is a complex flight simulation. It'll really put you in the cockpit.

Using the powers of the 3DO, Domark has given this CD a feel as realistic as possible. One look at the pics below, and you'll see how any flight sim fan could flip out. Are you ready for war?



Cool cinemas get you into the mood. Do you want a harrowing dogfight?

There are multiple missions that you can test your skills with.

Speed off the aircraft carrier and into the deep blue sky.

Sega

Light Crusader

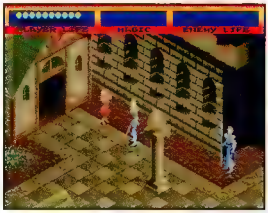
Genesis	Action/RPG

Sega has whipped up a great new game for their action/RPG lineup. The game is called Light Crusader, and I think you'll find it as cool as I do.

Set in a fantasy world with swords and sorcery, you are a knight who has decided to take a vacation. However, duty calls and soon you become embroiled in a giant quest.

The whole game is rendered from a diagonal view similar to Shadowrun. It combines action elements in a Zelda-esque fashion. This is one of the best Sega games around.

The King gives you your first mission: Find the missing citizens.



The visuals of Light Crusader are cool, but they mess up your bearings.

Buy weapons, potions and armor at the shops you will come across.

Koei

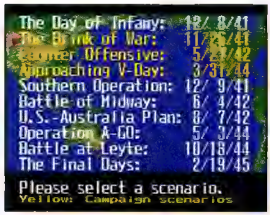
P.T.O. II

Super NES	Strategy

Take a trip back in time to the end of the World War II. Pacific Theatre of Operations II puts you in control of either the Japanese or American Navy in what was some of the most vicious combat of the war.

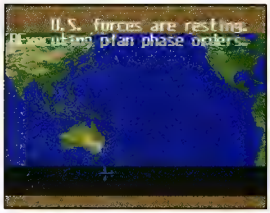
P.T.O. II has a format similar to the other Koei strategy games, although this one seems a bit more complicated.

The graphics are simplistic, but there are so many options, you'll feel like you really are in command. This game is your chance to try your hand at altering history. Can you affect its outcome?



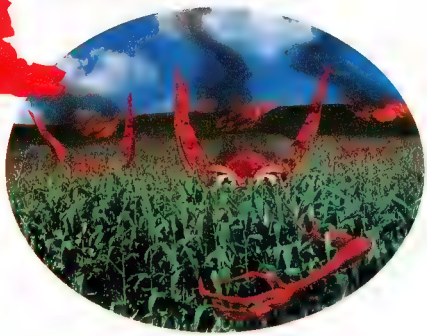
There are a great number of scenarios to try to conquer.

This is the Main Screen of the game. You make the decisions here.

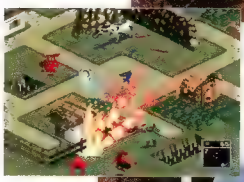


P.T.O. II continues Koei's impressive lineup of reality-based simulations.

Build it. And they will come. Then you can kill them.



Critically acclaimed by everyone and their grandmother. Maybe it's the cool 3D characters or texture-mapped backgrounds. Maybe not.



You're overrun by mobs of ravenous Hordlings, each blessed with huge, colon-blasting appetites.

35 minutes of video explains how piss-boy Chauncey saves the King and is rewarded with the old man's Grimthwacker (It's a sword).

Forget about fields of dreams. With The Horde™, it's more like little slaughter-house on the prairie. See, we've injected arcade-style, belly-slitting fun into that sleepy-ass commune you call home. And between digging death pits and hiring archers, enjoy some serious, gut-popping swordplay. 'Cause man, these neighbors really bite!

GamePro 1997™ review

Available on Sega Saturn™.

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the Sega Saturn™ System.

CRYSTAL DYNAMICS™

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"TO SURVIVE IN THE ZONE YOU BETTER

BE REAL GOOD OR REAL LUCKY."

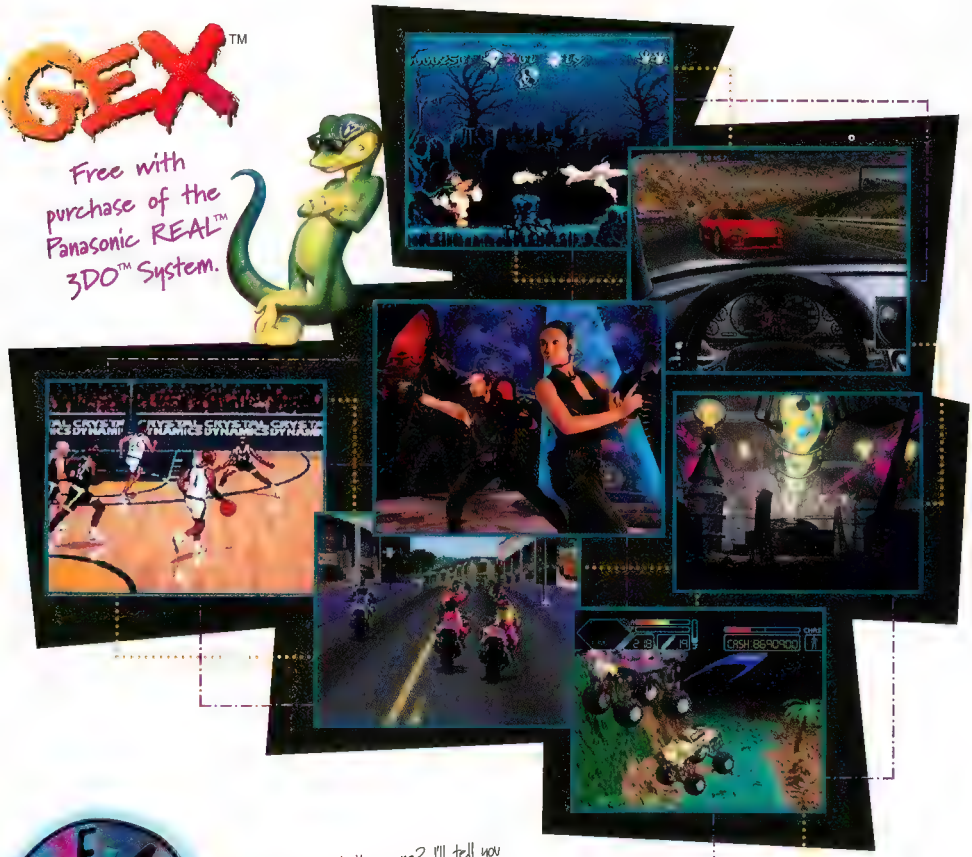
A REAL Experience From The REAL 3DO Zone™, Jimmy "Whadda-Bout", CA

3DO

3DO and The 3DO logos are trademarks of the 3DO Company. The REAL ZONE is a trademark of the Matsushita Electric Corp. of America. GEX and the GEX character are trademarks of Crystal Dynamics

GEX™

Free with purchase of the Panasonic REAL™ 3DO™ System.



Wanna know about the zone? I'll tell you about the zone. It's a wild place man. You got needle neck wings, assorted alien mutants, and in your face sports. Yeah, it gets real nasty. A couple of rounds of testosterone producing action and your blistered thumbs will be smokin'. And the only way to get in there?... with a REAL 3DO System. You know, the one from Panasonic. Crazy-cool 3D graphics, slammin', full motion video and CD quality sound that'll have your earwax pouring out like lava. You best bring a change of undies if you're goin' zonin'. See ya.

Panasonic

R·E·A·L™

3DO INTERACTIVE MULTIPLAYER™

TRICKS OF THE TRADE

TRICK OF THE MONTH

TRICKMAN SELLS HIS LIFE AWAY FOR A NEW SYSTEM!

Yep! Terry has got that itch for something new and exciting in the world of video games. He's making his move to a new 32-Bit system, but he's a bit short on funds as usual. The Trickman tried the buy-low-and-sell-high method, but it backfired, and he ended up losing even more money! So to make some fast cash, he's going on a selling spree! (Want an old pair of Trickman's underwear?) Do you think Trickman should go for it, or settle down and wait? Send your suggestions with your awesome tricks, codes, FAQs and tips to:

Tricks of the Trade
c/o Sendai Publishing Group
1920 Highland Avenue, #222
Lombard, IL 60148

or send e-mail to:

egmtriks@mcs.com

If Terry likes your trick, whether it is from e-mail or snail mail, you'll get your name printed in our mag! Plus, *EGM* will also send you a FREE game for the system of your choice! It sure beats T-shirts or, like some other mags toss out, a large variety pack of...NADA! So make us smile and get your tips into our mail-box or e-mail pronto!

Marky K.
(Legal Mojo) Sez:

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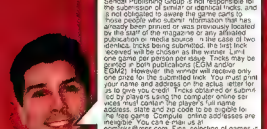
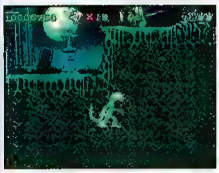


GEX

System	Publisher
3DO	Crystal Dynamics



Hold X and move all around the level with the pad.

With the second controller you can totally power-up!

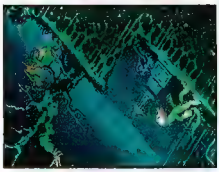
Debugging Modes will appear if you hit the R button.

CHEAT SHEET:

Enable Debugging

Enter this code to do plenty of new options, such as flying, powering up, scaling, rotating and much more!

This is the most incredible trick found for Gex so far! While playing the game, pause it, hold the R button and enter the following code: LEFT, C, DOWN, LEFT, RIGHT, A, DOWN, RIGHT, LEFT. If it was done correctly, the game will automatically unpause itself. From this point you can do a ton of options. Press and hold the X button. While holding it, move Gex around with the control pad. You will be able to fly around all parts of the level. Press X and then P to automatically kill Gex.

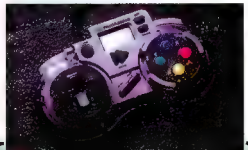


Buttons B and C can be used to scale and rotate!

(Continued on 104)

SCORE BIG POINTS WITH THIS AWESOME CONTROLLER FROM STD AND *EGM*!

Everyone who sends in tricks to the Trickman has a chance of winning either an SNPROPAD, SGPROPAD-6, SNPROGRAMPAD or SGPROGRAMPAD-2! We're looking for a few good tricks, and if you send us a whopper, you'll be eligible to win our TRICK OF THE MONTH sweepstakes! If you win, you'll score your name in print, the STD controller and a free game for the (allowable) system of your choice! Contests like this come, well, once a month—but you'll only find it in the pages of the Biggest and Best Video Game Mag, *Electronic Gaming Monthly*!



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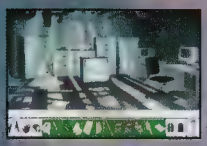
ALIEN VIRUS™

EARTH DATE: 2087.
SECTOR: SOMEWHERE IN THE OUTER FRINGES OF THE GALAXY.

As the hangar bay on Zeus locks behind you, an eerie sensation courses through your being. There is no sign of life and not a single sound in the hangar except for the crackling of frayed electrical wires. Bodies strewn about the station, the incessant drips of water that seem to beat loudly in your head, and the foul aroma of something that must have passed you in the darkness violate your senses.

Soon, you will understand. THERE'S A LITTLE ALIEN IN ALL OF US.



PlayStation™

KILLER CODES

GEX (Continued)

(Crystal Dynamics/3DO)

You need a second controller plugged in for the next part of the trick to work. The rest of the tricks *will be done on the second controller.* On controller two, press button C to get a power-up. Each press of the C button will give you another different power-up. Press the top R button to switch Debugging Modes. One press shows timing info, two presses adds more info, three presses adds collision boxes, four presses adds contours, five presses adds attributes (you might be able to figure out how the game works with this one), six presses goes back to normal play but turns off the parallax, etc. You can keep pressing the button for even more results. When contours are displayed, pressing the L button will change how they are displayed. One press=thick, two presses=show "solid" areas, three presses=back to normal. Now, press and hold B. While holding it, use the directional pad to scale the screen larger or smaller. You can still play the game with the first controller, but you must keep holding the B button (second controller), or it snaps back to normal. Now also hold C (so now you are holding both B and C). The directional pad will rotate the screen. Now, here's an awesome trick. (controller two) Hold the top L button and use the directional pad to scale Gex. Notice that...

(Continued on 107)

GEX

System	Publisher
3DO	Crystal Dynamics

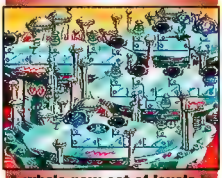
CHEAT SHEET:

Find the Secret Planet X

To find Planet X, you must find every bonus level and complete each one perfectly before time runs out.

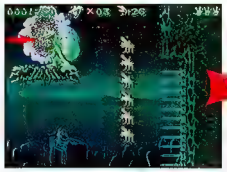
THE SECRET PLANET X!

With the remote, access Planet X from Rez's lair.



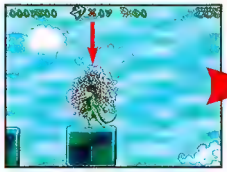
A whole new set of levels is yours to explore and defeat!

Complete all of the stages to get the best ending ever!



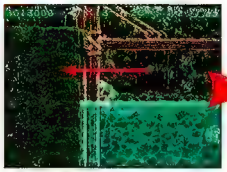
Midway through Frankie & Heli, you'll find this warp.

Kill 10 Frankies with the skulls and you'll get a piece.



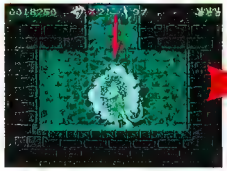
Halfway through Twin Towers jump down onto this block.

Collect all 30 flies by bouncing on the walls for a perfect.



In Feeding Frenzy, go under this bridge to find the warp.

Get all 30 of the dropping flies for a remote piece.



In the stage, Fish Bait, the warp is underwater.

Run and get all 150 golden flies to receive another piece.

Go to On the Move for the final piece of the remote.

Break all of the barrels and you're done. Congratulations!

The legendary Planet X exists! To find it you must find every bonus warp and complete each bonus level with a perfect score. Each time you finish a bonus stage, you will get a piece of the remote for Planet X. Once you acquire the full remote, you will be able to make use of it in Rez's lair. This will open the gateway to the hidden world. This new set of stages will prove to be much more difficult than the previous ones. If you finish them, you're in for a treat, because a special, long ending will be your reward!

Greg Treat
Yakima, WA

KILLER CODES

VIRTUA FIGHTER REMIX*

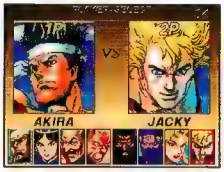
System	Publisher
Sega Saturn	Sega

CHEAT SHEET:
Play as the Boss Dural

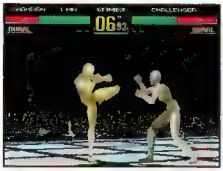
At the Player Select Screen, press DOWN, UP, RIGHT, LEFT+A. If you did it right, you can play as the Boss Dural.

POWER TRIP

This code will allow you to play as Dural. At the Player Select Screen, stay on Akira and press DOWN, UP, RIGHT, LEFT+A. In Vs. Mode, player two should stay on Jacky and do the same code simultaneously.



Press the button combo for one or two players on this screen.


Both players can battle it out as the Boss with this matchup!

SLAM 'N JAM '95

System	Publisher
3DO	Crystal Dynamics

CHEAT SHEET:
Big Heads on Normal Players

Begin a game. Immediately after the Scouting Report, press L button and A button rapidly. Pause and unpause.

POWER TRIP

Right after the Scouting Report and before the tipoff, press the L button and A button rapidly. When the ball goes in the air, pause the game, then unpause. The players have huge heads!

Shaun Barnett; Orlando, FL

Right after this screen, press L button and A button rapidly.

After the tipoff, pause and unpause for this result!

VIRTUA FIGHTER REMIX*

System	Publisher
Sega Saturn	Sega

CHEAT SHEET:
Character and Stage Select

Defeat your opponent in Vs. Mode. When "Winner" appears, hold the L and R buttons and a Stage and Character Select appears.

POWER TRIP

At the title, choose Vs. Mode. If you want a quick change of stage and character, just beat your opponent. When "Winner" appears, press and hold the top L and R buttons to get a Character and Stage Select Screen!

Beat your opponent in VS. mode and then hold the L and R buttons.

This new Stage and Character select will make it quicker.

*This trick was done on a preproduction version of the game and is subject to change.

GEX (Continued)

(Crystal Dynamics/3DO)

as soon as you move, Gex springs back to normal. To solve this, take controller one, pause the game, hold R button and press LEFT, C, DOWN, C, DOWN, DOWN, C, A, LEFT, RIGHT. If you did it correctly, the game will unpause itself and Gex will remain

Scale Gex small or huge when using the scaling code!

scaled! Note that many collisions will be messed up but you can still play.

David Kaplan; Los Altos, CA

VIRTUA FIGHTER REMIX*

(Sega/Saturn)

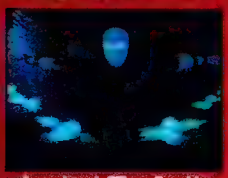
At the Title Screen when it says, "Press Start button," press UP 12 times and then press START. Now choose the Options. You'll hear the announcer say, "KO!" In the Options Menu, press DOWN until you get to the Exit and then press DOWN once more. Your highlight bar will disappear. Now press button A and you will get the Option+ Menu where you can select your starting stage and change the ring size.

KILLER CODES

ETERNAL CHAMPIONS: CHALLENGE FROM THE DARK SIDE

(Sega/Sega CD)

Here is an easy way to see the Cinekills in this game. Go into a two-player vs. game and change the speed to the fastest setting, put the level on Slash's stage, change the wins to one out of one and turn off the inner strength. Now have player one select Raven and have player two choose whoever's Cinekill you want to see. Once you have made all your choices, begin your game. Now, player one (Raven) should start at the left of the second player and use the most powerful kick. Kick your opponent quickly and repeatedly until he/she gets dizzy. Next, jump over your opponent and use the strongest kick repeatedly as fast as you can. Before your opponent is about to die, you will disappear. The Eternal Champion will appear and say, "To your death!" Then he'll take player two to his lair where he will perform a gruesome, rendered death upon them. This should work for everyone's Cinekill as long as you use Raven.



A rendered, Silicon Graphic death is your ultimate reward.

PAC-IN-TIME

System	Publisher
Super NES	Namco

CHEAT SHEET: Level Select

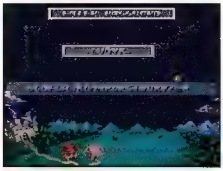
On the Password Screen, enter: LVDYK. Go to the Title Screen and hold the LEFT, L and R buttons. Then press START.

Choose the Password Option from the Title Screen and enter it. Put in the code: LVDYK. Highlight "ED" and return to the Title Screen.

With the cursor on 1-Up Game, press and hold LEFT and the L and R buttons simultaneously. While holding these, press START. The Level Select Screen will appear! Use the L, R, X and A buttons to choose your starting stage.

Tom Feno; Pottsville, PA

At the Title Screen, highlight "Password" and enter it.



Put in: LVDYK, go back to the title and do the rest of it.

You may now start on any stage you wish from here!

COMIX ZONE

System	Publisher
Genesis	Sega

CHEAT SHEET: View the Credits

In the Options, press and hold A, B and C.

This trick is rather simple to pull off. From the Title Screen, access the Options Menu. When you're there, press and hold buttons A, B and C simultaneously. While holding these, press START. Now you can see the credits.

Todd Alderman; Macon, GA

You can now see the credits.

SEA QUEST

System	Publisher
Super NES	T*HQ

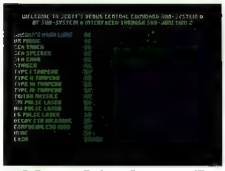
CHEAT SHEET: Debug Cheat

Go to the Bridge and press L, R, B, A, LEFT, RIGHT, X, Y, UP, DOWN. This will get you a Debug Screen where you can max your options.

When you begin your first mission, press SELECT to go to the Bridge. Now press the top L button, R button, B, A, LEFT, RIGHT, X, Y, UP, DOWN. You can now max out all your system settings!

Hank Rowberry; North South Lake, UT

Begin your game and go to the Bridge. Now do the code.



A Secret Debug Screen will appear. Max out everything!

TRICKS OF THE TRADE

STREET RACER

System	Publisher
Super NES	UBI Soft

The first trick is that you can get four more tracks on which to race. On the Options Screen, choose Custom Cup Setup. When you get there, press these buttons in this exact order: L button, R button, L button, R button, X, Y. You will now have 24 tracks to pick from instead of the usual 20. The second trick must be done on the Character Selection Screen. Pick any character to play and press these buttons: X, Y, X, Y, X, Y. Now press and hold the X button. While holding it, move the control pad RIGHT to increase your attributes and LEFT to decrease them. Press UP or DOWN to switch to a different attribute and do it again.

Eirik Mikalsen; Tromsoe, Norway

CHEAT SHEET:

More Tracks and Alter Attributes

Do any or both of the codes above to get an advantage and to play on tracks that aren't normally in the game!

POWER LEVEL

From the Options Screen, choose Custom Cup Setup and do the trick to ride on four more tracks!

SOCCER KID

System	Publisher
3DO	Studio 3DO

At the Title Screen, press these buttons in this order: UP, DOWN, UP, DOWN, LEFT, UP, DOWN, UP, DOWN, RIGHT. A voice will say, "Hey, that's the Cheat Mode." Press button B to go into the Options Screen. You will notice that there is a Stage Select Option at the bottom. LEFT and RIGHT will choose levels.

Ian-Dunn Roberts; Pittsboro, NC

CHEAT SHEET:

Stage Select

At the Title Screen press UP, DOWN, UP, DOWN, LEFT, UP, DOWN, UP, DOWN, RIGHT. Press button B after that.

POWER LEVEL

Do the code as shown at the Title Screen. After the voice says, "Hey, that's the Cheat Mode," press B.

Dracula

Castlevania

The Hunt Continues

Only on Super NES®

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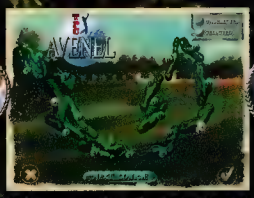
Do you want to play against the pros? Or be one? 14 have had their real swings digitized into the game. Strengths and weaknesses. Although don't count on too many weaknesses. They are, after all, PGA TOUR pros.

Lee Janzen

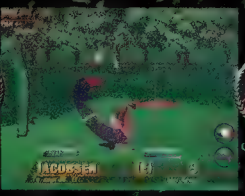


When you play the PGA TOUR you've got to play the championship courses. The real ones. With even more courses available to add to your tournament repertoire. Don't forget, you're playing from the blue tees.

Tony Kite

Since there's no caddie, "Picture in Picture" lets you see hole fly bys, watch your shot from the ball's viewpoint, and review every hole from multiple perspectives. And you don't have to give it a percentage of your earnings.

Funny what happens to an 18-inch putt when it's for a PGA TOUR championship.

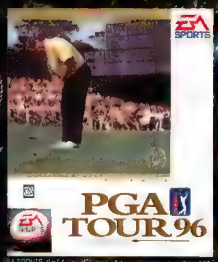


Craig Stadler

Your choice. Tournament play? Match? Stroke? Shootout? Or maybe Skins? There are even more pros to compete against no matter what you play. But first ask yourself, are you really ready to take on the PGA TOUR?

Fuzzy Zoeller

Your skill on the new waggle feature determines how you'll hit the ball. Fat. Thin. Or dead solid perfect. And with the Target Arc™ System you can visualize your shot and control ball spin before you swing.



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LINEUP

• EXCLUSIVE INTERVIEW
FACE TO FACE WITH "IRON" MIKE DITKA

• PREVIEW
CENTER RING BOXING (SEGA SATURN)

• FOURTH AND GOAL
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FEATURED GAMES:
EMMITT SMITH FOOTBALL (SUPER NES)
NFL GAME DAY (PSX)
QUARTERBACK ATTACK (PC-CD)
PRIME TIME NFL '96 (GENESIS)
COLLEGE FOOTBALL USA '96 (GENESIS)
TECMO SUPER BOWL 3 (SUPER NES • GENESIS)

• INSIDE LOOK
BASS TOURNAMENT USA (SUPER NES)
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NBA JAM TE (PSX)

• BOX SCORE
WHITE MEN CAN'T JUMP (JAGUAR)
NHL HOCKEY '96 (GENESIS)
SATURN VIRTUA RACING (SEGA SATURN)
KAWASAKI SUPERBIKE CHALLENGE (SUPER NES)

FORMER BEARS COACH TAKES TO THE FIELD FOR DIGITAL PICTURES

I really enjoyed coaching, and if you're asking if I would like to take back some of the things that happened on the field, my answer is sure I would, but I can't. Every time I had to talk to a player, the camera was on me when it was a heated situation. They didn't show viewers when I congratulated my players for what they did.

—Mike Ditka

It took two weeks to shoot all of the video for Digital Pictures' new full-motion video game for the PC, 3DO and the Sega Saturn. As the QB, you run the offense and try to avoid the wrath of Ditka.

The smell of pigskin is in the air as companies with their football titles head out of training camp to vie for this year's Super Bowl of gaming.

Digital Pictures has enlisted the services of "Iron" Mike Ditka in their full-motion video title, which has him back in the coaching saddle.

Sony is hoping to deliver some competition of its own with NFL Game Day. This game looks and plays great.

However, EA Sports and Madden '96 for the PlayStation are ready to take on all comers.

If you aren't interested in forking over the coin for a PlayStation or a Sega Saturn, we haven't abandoned the 16-Bit sports games like other mags have. Take a look at some other football contenders: Emmitt Smith lends his name to JVC's gridiron title, while Sega teams up with Deion Sanders for their Prime Time NFL '96 game.

From Tecmo comes the third installment of its Super Bowl series.

Rounding out the pack is a college title from Electronic Arts that features the nation's top teams.

We have the entire play-by-play for you this month. We'll let you know who matches up against who and what games to watch for.

Besides doing a football game, Sony Computer Entertainment is also working on a baseball game and two basketball games.

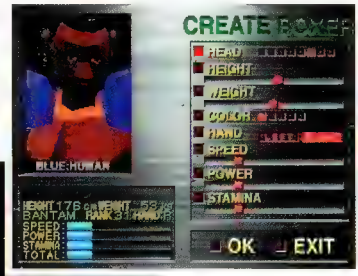
That's right, they have two separate teams vying for the right to bring out the basketball title for the PlayStation.

We have another action-packed sports section for you this month. It's time to lace up the skates and go out and get some…but remember to keep your head up!

Center Ring Boxing

Remember playing 4-D Boxing from Electronic Arts for the PC? Well if you do, you'll recognize the perspectives and game play that this boxing game has to offer. The engine from the PC version is implemented to this Sega Saturn title, but detailed with state-of-the-art graphics and animation.

This boxing bonanza is still in early development, but seeing what this game has proven in a early stage promises great game play with bone-crushin' excitement. As you can see, all of the characters are rendered as is the ring, and replaying your fight from different angles is quite amazing. But one gripe that I have is that in some angles when you are fighting it's very hard to distance yourself from your opponent. This needs some improvement. Hint: Maybe the JVC programmers can implement the distance feature from the PC version where you can tell when you're close enough to throw that bomb at your opponent.



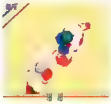
FACT-FILE

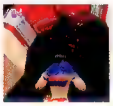
THEME	Boxing
DIFFICULTY	Moderate
TIME TO COMPLETE	Medium
MEG SIZE	CD
BACK-UP	RAM
# OF PLAYERS	1 or 2
AVAILABLE	4th Quarter
% COMPLETE	75%

DEVELOPED BY: Victor of Japan
PUBLISHED BY: JVC Musical Industries, Inc.

Have you ever seen a female boxer in a video game? Women are everywhere. If you try the Tournament Mode you can fight the women of the ring, and hey, they're tough. You can even start as a female when creating your character. This game has it all.

I'm amazed with this early version by the looks and easy controls of the boxing movements, but there's still a margin for improvement.





GETTING DOWN AND DIRTY WITH 'DA COACH'

The man should've been called "Magnet" Mike Ditka, not "Iron" Mike.

If his tenure as Chicago Bears' coach proves anything, it's that Ditka knows how to attract attention.

He did it in 1988, when he described Washington Redskin Dexter Manley as having the "IQ of a grapefruit." He did it several years later after a loss to the San Francisco '49ers, when he threw his gum at a mocking fan. He did it with sideline flare-ups with quarterbacks and caustic comments to a quote-hungry press…the list goes on and on.

For 11 seasons, Hurricane Ditka whipped up a torrent of controversy and drama that rivaled the most seamy of soap operas.

However, when the Bears began to slide in the early 1990s, it was Ditka caught in the storm. Despite growing criticism over Ditka's tough style of coaching, the football world still felt shockwaves when the Bears let him go in January 1993.

In a bizarre sense, Ditka's accomplishments seem almost a sidenote: a stellar playing career as a tight end, an overall coaching record of 122-68, coaching the Bears to a 46-10 win over the Patriots in Super Bowl XX, induction into the Pro Football Hall of Fame.

It's Ditka's personality—his gumption—that everyone remembers. He's down to earth. He tells it like it is, whether you like it or not. Unlike other sports celebrities, Ditka's image is not a carefully refined PR firm's creation; it all comes from an honest, fiery man. That trait has won him the admiration of many; most notable are the *Saturday Night Live* "Superfans," resident worshipers of "Da Coach."

Now an analyst for NBC sports, Ditka has turned down the heat a bit (much like an oven does when it cools from 400 degrees to 350). In his interview with Team EGM, Ditka offers his take on the state of the NFL and his future plans:

Team EGM: Will you ever coach in the NFL again?

Ditka: I really don't know. I don't think so. I'll be honest with you: I think owners want a different kind of coach—I think they want a low-profile coach, and I'm not a low-profile coach.

What was your greatest moment in coaching?

No question: winning the Super Bowl. That's the ultimate goal of every coach—it should be the ultimate goal of every coach. It's taking an organization—in my case the Chicago Bears—that had been a floundering organization for 20 years, and we took them and we turned that organization around. That was the greatest thrill of my life because it was something not that I did, but we did as a team to collectively reach our goal.

"I wish I didn't fly off the handle as quickly as I did sometimes, but yet…you gotta be who you are."

THE FINAL CUT

TECMO® SUPER BOWL™ III: FINAL EDITION

ON SALE OCTOBER '95

FINAL EDITION

Question: Did the 49ers win the Super Bowl because they were the best *looking* team in the NFL? Of course not! They won because they *played* the best. Similarly, it is not enough for a video football game to appeal to just the eyes. While most football "games" offer just **"eye candy"**, **ONLY** Tecmo gives you the great looks and the awesome game play needed to capture the total NFL experience.

BETTER FEATURES

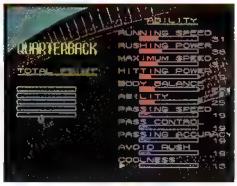
Along with offering all 30 NFL teams with 1995/96 rosters, **Tecmo Super Bowl III - Final Edition** brings you the ULTIMATE option: Custom Player Creation. Select name, number, position, team, and customize individual abilities for up to 37 players. Have your custom player play well during the season and you can develop/improve his skills further as you head into the playoffs. Only Tecmo gives you the chance to add **YOUR** name and player to the huddle with your favorite NFL players.

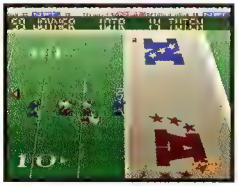
Other clutch options, for those who like to play G.M., are the Trade Mode that allows you to pull the trigger on a blockbuster deal, and the all new Free Agency (FA) Mode. The FA Mode allows your to release/acquire free agents from all of the NFL teams before the season kicks off. You can be conservative and go for backups, or clean some house and go after the best Runningback to put your team in "Prime Time". Its up to you.

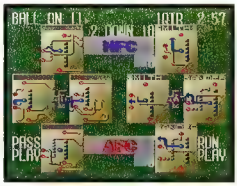
BETTER PLAY AND REPLAY

Tecmo Super Bowl III - Final Edition not only gives you the players and action you want, it gives it to you the way you want it. The game play is a "snap" to get into and does not require any previous football experience (unlike some other football video "games").

The Tecmo horizontal scrolling perspective allows players to easily follow, understand, and play the NFL experience. After all, it is what you are used to seeing every NFL Sunday on TV. Tecmo even offers a Coaching Mode for those who just want to match their play calling skills with the best of the NFL. By now it is clear that **Tecmo Super Bowl III - Final Edition** offers the best in NFL game play value. Also, gamers get the best in game replay value. As you know, **Tecmo Super Bowl III - Final Edition** is a 1 or 2 player simultaneous game. However, Tournament Style play can let 1 to 30 different players get in on the action. Gather 1 to 30 players together and have each pick a team to man throughout the 1995/96 season. Now, air and grind it out to see who is good enough to make it to the playoffs. Continue the elimination rounds of the playoffs, and have your two best battle for football supremacy in the Super Bowl. The Battery Backup will allow you to take time out, but with each of you creating custom players and making FA and/or trade deals, you may not take one. Perhaps best of all is that, unlike the real NFL season, you will be enjoying NFL football with Tecmo well past next January.







BETTER HURRY

Those other "spectator" sport football games just aren't going to make the final cut! So don't be just a "spectator", bring home the REAL DEAL, bring home **Tecmo Super Bowl III - Final Edition** and find out what it's really like to PLAY it! Be sure you reserve your copy by October 3rd, 1995 or you may not make **THE FINAL CUT**.

TO ENSURE RECEIPT BY CHRISTMAS, RESERVE YOUR COPY BEFORE OCTOBER 3rd

TECMO SUPER BOWL III: FINAL EDITION

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KIDS TO ADULTS K-A AGES 6+

Who are some of the best players you've seen in the game who've played for you or that you see now? Who do you like?
Well, the best player I've seen is (Walter) Payton. I've seen (Joe) Montana. Outstanding. (Dan) Marino. (Jerry) Rice—the best receiver who's ever played the game. There are a lot of 'em. I love Barry Sanders. I love Emmitt Smith. I like Troy Aikman.

How did you get the nickname "Iron" Mike?
I came out of a steel town in Pennsylvania, and that's basically where it came from. I'm sure that's all it was. I don't know. "Iron" Mike Tyson probably got it from having a hard head. Maybe that's why I got it, the same way. (chuckle)

As a person with a seemingly quick temper as a coach, do you ever regret any of the incidents that took place on the sidelines?
Well, first of all you say "seemingly." You've gotta get to the point. Either I did or I didn't.

Well, seemingly, I mean...
Well, let me ask you: How quick was that temper in 1985 when we won the championship?

It wasn't there.
But it was. You see, nothing has changed, nothing ever changed since the first day I coached. It's how the media perceived it.

That's why I said "seemingly," because every time they showed a picture of you during a football game, it seemed that they'd key on you when...
But they'd have the camera on you the whole game so they can pick any one play they wanted to. But you're right. I do have a temper. There's no question about it. I don't regret a lot of them, but there are a few. Some of the guys I've gotten into shouting matches with rightfully deserved it, because they were wrong—period. They were wrong not for the sake of being wrong against me, but they were wrong against the organization.
I wish I didn't fly off the handle as quickly as I did sometimes, but yet—you know—you gotta be who you are. Don't forget, in the old days, when (Vince) Lombardi was coaching they didn't have a camera on him every play… who knows how often he got mad?

How did you get into coaching?
I was a player with the Cowboys my last four years, and when I retired from football, I was hired by Coach Tom Landry to coach the receivers of the Dallas Cowboys.

What advice would you give to the kids today to motivate them in reaching their goals?
Never believe there's something you can't do. That's the main thing. I think everybody puts a limitation on themselves. I think that's the worst thing individuals can do. There is no limit to what an individual can accomplish, especially if he's sane of mind and body. If he's healthy, then I think he can accomplish what he wants if he's willing to pay the price.

The popularity of the NFL skyrocketed in recent years. What do you feel are a few of the contributing factors in why the league has grown so much?
Well, I think it's an exciting game. I think the excitement of the game is the main thing. I think it's very competitive and getting more competitive. No one team dominates anymore.

But I still feel that it's competitive, it's a tough, physical football game. I think people relate to that. I think there's enough strategy involved in the game that people can relate to that too.

What do you want fans to remember about you either as a player or as a coach?
That I always gave my best, that's all. People didn't have to agree with it [what I did]; they didn't have to like it—maybe they did.

But I gave my best. On the field as a player I did, and on the field as a coach I did. I never asked a player to do more on the field as I did when I was a player, work any harder or expected any more from them.

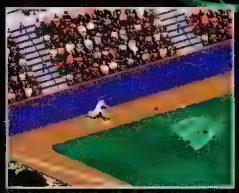
But I did expect them to play as hard as they could. They can make mistakes in the mental framework, but not because they were lazy. That's all that I ever asked. So that's what I want...that I was fair.

I know it's kind of early, but who do you think will be playing in the Super Bowl?
The '49ers seem to have the upper hand and it seems they'll continue to have the upper hand, maybe this year again. (But) I already picked it this morning: San Francisco and New England.

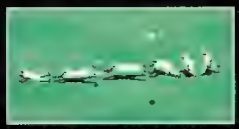
SO REAL IT HURTS!

ULTIMATTE GRAPHICS PUT YOU RIGHT IN THE BATTER'S BOX!

TRACK & SAVE STATS IN 23 DIFFERENT CATEGORIES: INDIVIDUAL, TEAM AND CONFERENCE LEADERS!



REALISTIC MOTION CAPTURE PITCHING & FIELDING: TURN TWO AT SECOND!



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STATS

DONRUSS TRADING CARDS COLLECTOR'S EDITION TRADING CARD IN EACH BOX

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TEAM EGM'S FOOTBALL ROUNDUP PT.2

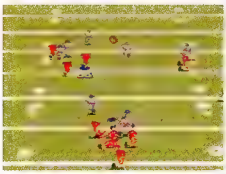
Tecmo Super Bowl 3 (Super NES & Genesis) • Prime Time NFL '96 • College Football USA '96 • Quarterback Attack With Mike Ditka • Emmitt Smith Football • NFL Game Day

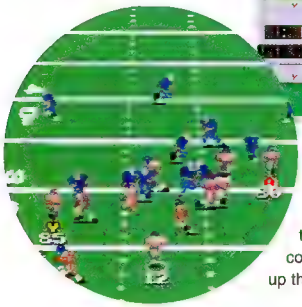
Emmitt Smith Football
JVC/Super Nes

One of football's most explosive ball carriers takes the field with this game.

The game field rotates and zooms in and out, so players can decide how they want to watch the action unfold.

On outstanding plays, Smith will offer comments, such as





"Good defense" or "Great pass."

The coach's playbook can be customized so armchair coaches can alter or draw up their own plays.

Quarterback Attack
Digital Pictures/PC CD • Sega Saturn • 3DO

"Iron" Mike lends his name to Quarterback Attack with Mike Ditka.

The game uses full-motion video of hundreds of football plays, as well as shots of "Da Coach" praising your work or chewing your butt out.

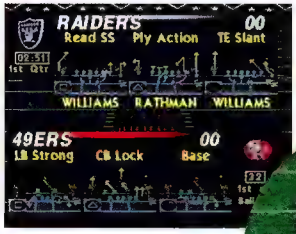
Most of the action is shown from the quarterback's point of view. On the sidelines, Ditka will offer advice and encouragement. However, if you screw up, be prepared to face the wrath of Ditka.

A feature keeps track of your various passing stats and calculates your QB rating, so you can see how your skills stack up to other pro players.

In addition, a Two-player Option lets QB wanna-bes duel one other.

NFL Game Day
Sony Imagesoft/PlayStation

Welcome to the next generation of football games. If you see this game in action, you won't believe your eyes. The playing perspectives are something to see—behind



the QB, corner angle and sideline, you get to see the action from anywhere. One thing that makes this game stand out from the rest are the sizes of the players. They correspond to the player, whether it's the running back or the 300-lb. lineman. Of course, the players' running ability corresponds to the ability and size, making this game more realistic rather than an all-out football game where the center can catch up to Ismail down field.

Being sponsored by NFL, you have the full roster of every team and players from each. Recognize players on the field by either names or

numbers.

NFL Game Day promises great results for both fair-weather and die-hard sports gamers everywhere.

GET TOUGH. GET REAL.

FOREMAN. FOR REAL.

REALISTIC ATTRIBUTE LEVELS FOR ALL 20 BOXERS!

EXPLOSIVE 2-PLAYER ACTION!

ACCLAIM'S MOTION CAPTURE TECHNOLOGY... TRUE BOXING REALISM!

SOUTHPAW? BULL? TECHNICIAN? FIGURE OUT YOUR OPPONENT'S STYLE —OR PAY THE PRICE!

"I'M GONNA EAT YOU FOR LUNCH!"

SUPER NES™ GENESIS™ GAME BOY™ GAME GEAR™

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Team NFL

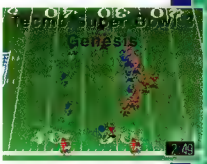
Who owns the field?

We've taken a look at the football titles already up and running for the '95-'96 season. Our playbook shows how each game stacks up, both in game play and features offered.

Deion Sanders' game comes out on top among these five. With great game play and hard-hitting action, you can't pass up this one.

EA Sports brings you another great title. All of your favorite college teams are here, updated with current stats and attributes.

Once again Tecmo comes out in a big way—now on the Genesis. All of the action you've seen in the past is here and more with 16-Bit quality.



Known for animations and cinemas, this year's version is loaded with them. See touchdown celebrations, sacks and field goal sequences.

One of the best running backs joins JVC in bringing you this full 360-degree football game. Create a number of your very own plays.

AT THE LINE OF SCRIMMAGE

prime time nfl '96	college football usa '96	tecmo super bowl 3	emmitt smith football
• Great features from last edition: windowless passing, 65-yard field view, full audibles, trading and release players and complete player roster • Real-time trashtalking; taunts • Updated and complete rosters (includes Carolina Panthers and Jacksonville Jaguars) • Unique playbook; customized to each team • Create up to 40 players • Over 200 categories of stats; individual & team • 1 to 4 players • Zoom feature; get up close to the action on the field	• All 108 Division 1A teams • 4 bowl games and 7 conferences and playoffs: Fiesta, Orange, Rose and Sugar Bowls • Injuries • Over 400 offensive and defensive plays • 45 player rosters • User records, keeps stats in 16 categories • Custom Tournament Mode for 4-16 players • Up to five eligible receivers • New real-time penalties • End zone celebrations • MVP trophy • New art and animation	• Lots of cinemas as always (both for the Super NES and Genesis) • Play modes: Preseason, Season and Super Bowl (Super NES and Genesis) Superstar Editor: Customize individual players, dynasty team (Super NES only) • Updated rosters; all of the real teams and players • Three types of weather and stadiums (Super NES & Genesis) • Turn injuries off or on (Super NES and Genesis) • Audibles (Super NES and Genesis)	• Play editor: create customized offensive and defensive plays, each player's routes or assignments can be changed • 360-degree rotational field view with "zoom" camera, • Control view: control the action from different angles: behind the quarterback, from the coach's spot on the sidelines or even down from the skycam • Special moves: spin, shoulder block, sidestep, etc. • Controlled passing • Instant replay • Audibles

RAYMAN

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Ubi Soft

PlayStation

JAGUAR™ 64-BIT

SEGA SATURN

CD ROM

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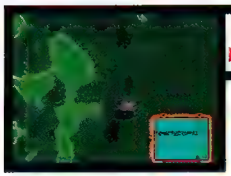
inside look



-American Sammy- Bass Tournament USA

Jimmy Houston, one of the best in the business (of fishing) joins American Sammy in making this realistic fishing game.

Bass Tournament USA has every possible weather and fishing condition that you can imagine in a video game. The art of fishing comes into play as well since you have to master reeling in your prize.

However, don't forget about your gear. Change your fishing arsenal as you move to different areas that require certain lures to entice these fish. Change lines frequently to lessen the chances of a line break.

Bass Tournament USA is an exceptional fishing experience.

-Acclaim- NBA Jam: TE

If you've seen issue 73, there were early pictures of NBA Jam: TE for the PSX. You can see by the quality of the pictures here that the game is almost completed. The game is, by far, the best on this system.

The bottom pictures show that the game is loaded with tricks. Expect to see some "big head" and baby tricks. That's not all. I won't list them—you have to find them yourself.

The halftime video clips are so clear...you'll think you're watching the real game.

This TE has everything from the earlier systems but is way better. If you're sick of seeing NBA Jam on every system consider looking into this one. Jam! Jam! JAM!

-Ocean- Ground Stroke

Coming straight at you from Ocean is the first virtual tennis game for the Sony PlayStation. You control one of several players, each bearing various skills and abilities. Some possess speed, control and power. Some are gifted with all.

Playing in the three-dimensional court can be viewed from various angles, with the first-person view immersing you right into the action.

"TEAM EGM AND XBAND"—YOU'VE PLAYED THE REST, NOW PLAY THE BEST

MADDEN NFL '95 - SEGA

1	MATTY Z Elmhurst, NY	136
2	Ms. C STRING Franklin Square, NY	91
3	EBONY DRAGON Inglewood, CA	79
4	RAIDER Glendale, CA	77
5	C.O.D. Fremont, CA	73

NHL '95 - SEGA

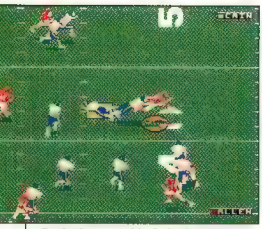
1	VIGILANTE!!!* Bronx, NY	379
2	"THE SYNDICATE" Bronx, NY	278
3	BLITZKRIEG San Jose, CA	226
4	BIG B 2 Alexandria, VA	201
5	La' one time Sierra Madre, CA	188

NBA JAM—SEGA

1	BIG DADDY COOL!!! Brooklyn, NY	132
2	the HARD TARGET Yuma, AZ	84
3	RICE4 Pensacola, FL	82
4	Jerm!!! Bronx, NY	80
5	Sir Smiles!!! Estherville, IA	67

WHO'S THE MAN?
All you need to do to get your name here is to kick some butt. Be the best in your favorite sports game and your icon and name will show up here in the next Team EGM.

BAND



Explosive speed is Deion's trademark. And this year's game play is faster than ever, even fast enough to keep up with Prime Time.

YOU NEVER KNOW WHAT DEION'S GOING TO DO.

Deion Sanders is the NFL's premier free agent. Sega Sports lets you choose where he plays!

HE'S SO FAST AND UNPREDICTABLE, EVEN HE DOESN'T KNOW HIS NEXT MOVE. BUT YOU DO.

Choose to play on any of the 30 NFL teams including the two new expansion teams- the Jaguars and the Panthers.

PRIME TIME NFL FOOTBALL

Look 65 yards downfield to see if Deion's got your receiver covered.

One for the record books. This new feature tracks your personal best performances in over 20 different categories, plus team bests in over 30.

SEGA SPORTS™

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BOX SCORE

KAWASAKI CHALLENGE (SUPER NES) BY TIME WARNER INT.

I guess I'm getting spoiled by all of the new 32-Bit racing games. However, the control on this game is pretty good, and the motorcycle reacts much like a real one does as you twist and turn your way through the many tracks. There are four different play modes, and you had better head into the pits if you don't want a poor result. However, this game ran out of gas for me very quickly.

Video Cowboy 6.5

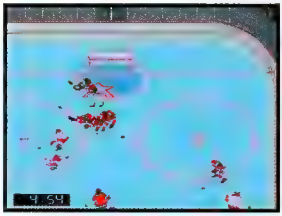
It's really sorry to say this didn't make it for me. The racing perspective was a bit dull, and there wasn't anything to it. Turning on those S-shaped turns or passing other riders is not realistic at all. Even when you crash into your opponent or at the tires that line the curves, the impact is so cheesy, it's missing some frames of animation. Two-player Mode is a nice touch, but that's all folks.

The ICEMAN 5.0

NHL HOCKEY '96 (GENESIS) BY ELECTRONIC ARTS

EA Sports is going to get some as they went under the hood and rebuilt the NHL Hockey engine. The players are 20 percent smaller and that translates into more wide-open game play. The defenses are tougher and goals are harder to come by, so you'll have to find new ways to score. The AI of this game sees players cover for others that get caught out of position, and fighting is back this year.

Video Cowboy 7.5



I've been playing the last edition, and when I got a hold of this one, I couldn't seem to go back. The overall look of the arena and players are much cleaner. The players are smaller but the great game play kept my interest. Playing against the computer is tougher than ever. This is good; it gives the game some replay value. Against the 32-Bit games this is still one of the best out there.

The ICEMAN 8.0

SATURN VIRTUA RACING (SEGA SATURN) BY TIME WARNER INT.

This game is a lot of fun. Virtua Racing is back and it is definitely new and improved. If you loved the 16-Bit versions then you'll love this Sega Saturn version. More tracks and plenty of cool features will make you burn rubber long into the night trying to beat your previous time and take the checkered flag. But get ready to hit the brakes for kangaroos and keep your eyes peeled for koala bears.

Video Cowboy 8.0

The arcade edition is a great game and playing this title brings me memories of the high-speed racing experience. But there is still something missing. Despite the intense racing perspectives, I feel the game could have been done better in the graphics department. I know what the Saturn can do; the game didn't use the full capabilities of this machine. Overall, this is a great game to have.

The ICEMAN 7.0

WHITE MEN CAN'T JUMP (JAGUAR) BY ATARI

I didn't find myself taking to the air too often with White Men Can't Jump. The half-court perspective isn't impressive at all. Some of the trash talk from the announcer is cool after you take it to the hoop, make a three-pointer or are rejected. But the game is still too blocky looking and the control isn't where it should be. You can count me out of this b-ball action. I'm all hooped out!

Video Cowboy 5.5

Oh, boy. What am I playing here? This game is not pleasing to see or hear. The whole perspective of the game gets a bit confusing and hard to play with jerky player movements–especially when it's not well animated. It's really hard to see what you're doing and I'm getting tired of the all-out gorilla ball. I rather stick to real NBA-style b-ball. This game didn't cut it at all, didn't have any air in it.

The ICEMAN 4.5

GUT WRENCH

IF THIS MAKES YOUR

KNUCKLES WHITE

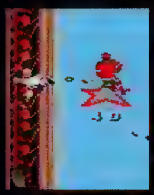
IF THIS MAKES YOUR

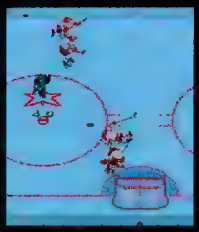
PULSE RACE

IF THIS MAKES YOUR

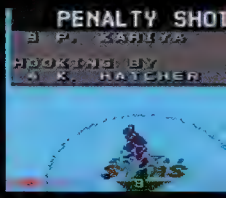
MUSCLES TENSE

IF THIS MAKES YOUR

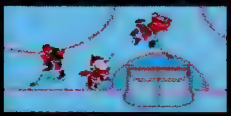




Players like Yzerman or Mogilny play where the puck's going to be, not where it's been. They have a sixth sense for it. So with a more open game around the goal, anything can happen. Be warned.



With players like Bure, Fedorov, and Fleury on the ice, blinking can be costly. So keep your eyes open. And try to keep up.



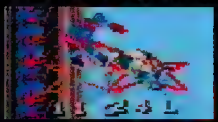
THIS WILL

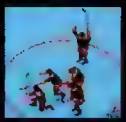
Not only do you have every NHL team and NHLPA player, but updated ratings show you who's hot and who needs more ice time. You also have the option to create and trade players. Kinda like being an owner, huh?

EA SPORTS

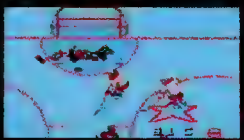
If it's in the game, it's in the game.™

You've never seen player animation like this before. Supersonic maneuvers the likes of Jagr. Brain-numbing checks the way Stevens does them. And amazing goalie moves like Brodeur's that'll make you rethink your offense.





If you slack off during the 82-game season don't count on a post season. But keep up your team's intensity and you may get to kiss Lord Stanley's Cup during the on-ice presentation. No guarantees, of course.



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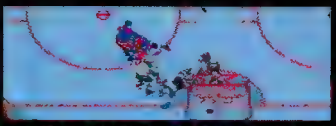
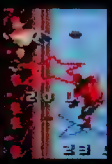
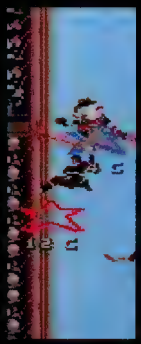


Advanced artificial intelligence lets you play more like a team. Power play offenses. Penalty-killing defenses. Your teammates get into position for the play. But don't forget, the same goes for the other players.

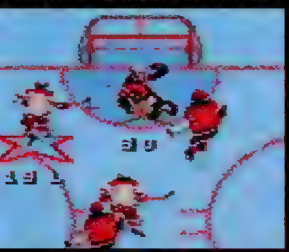


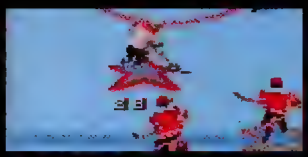
5-minute majors. 4-minute double minors. 2-minute minors. What did you expect? If you can't do the time don't do the, well, you know what we mean.

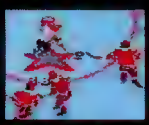


MAKE YOUR SWEAT

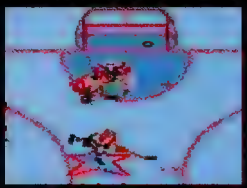
TV-style presentation of the match, stats, rankings and everything you need from the booth. On the ice there's crowd chanting and arena music. Get psyched. This is the NHL.

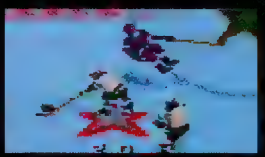




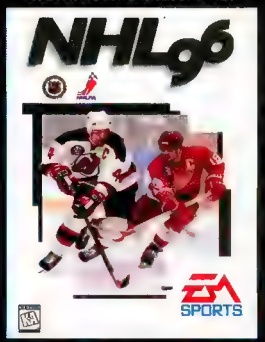


More blistering moves and blurring ways to score. One-time passing. The give and go. And a new move you better tighten your skates for. The Spin-O-Rama.





The puck drops October 6 on Sega™Genesis™, Super NES®, Game Gear™ and Game Boy®.



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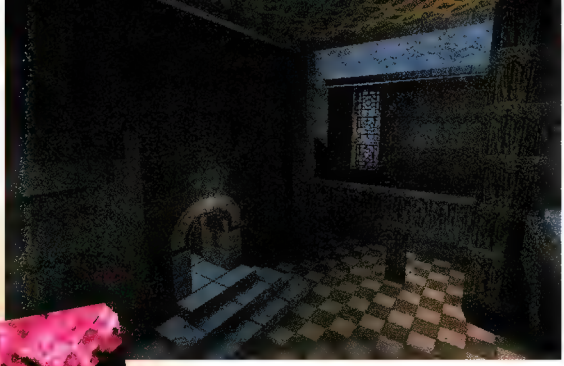
QUAKE!

FIRST TREMORS FELT WORLDWIDE!



One of the most anticipated releases is the new masterpiece from id Software, Quake. Following the success of Doom 2, it is easy to see why this game is causing such a buzz.

When a company gets ready to release a title as big as this one, it's nearly impossible to keep it quiet from the public. It's especially hard when people have access to a mass communication tool like the Internet. id has a homepage on the Net, but up until now, hardly any real information has been released.

Now if you're looking for info about Quake, outside of id's site, just grab your board and start surfing to any other game-related site, and you should have no problem. The only problem you might encounter is finding out what is a lie and what is the truth!

However, recently id did give the public a little teaser of what the game will have to offer by releasing about 25 screen shots of some of the levels from the game. If there's one sure-fire way to get people excited about something, it is to keep things a secret. That's what Id is doing.

As far as any statistics, id is not ready to comment yet. Until the game hits the shelves, all we can do is cross our fingers and hope that Quake will be well worth the wait. Until then, enjoy the sneak preview.

TIME FOR A *MAGIC* SHOW

Magic the card game has sold over 500 million copies so far. With a record like that, it's no wonder that this highly addictive fantasy game will be making its way over to the PC.

MicroProse, in conjunction with Wizards of the Coast, will be bringing the collectible card game out on CD-ROM with a few added extras. Some of the key features include the ability to play the game alone or against other players across the world with a modem, an artificial intelligence that keeps track of all the rules while you are competing and an online chat feature that will allow you to interact with your opponent during game play.

Did I say interact with your opponent? What I really mean is that your can taunt the enemy just when you're about to pull out your Sheven Dragon and wreak some serious havoc!

The game will include cards from the basic set and also each expansion set.

A PEEK AT THE FUTURE...

With only a couple of months left until the end of the year, all the software companies are putting the finishing touches on their products and getting them ready for the holiday season. After a little research, I was able to take a look at the lineup of games that are coming out and was very impressed to say the least.

There are a lot of great new titles, but I was surprised to see how many sequels are currently in the works. Looking back on some of the more popular games that have been released, you will find that many are sequels: Mech Warrior 2, Journeyman Project 2 and 11th Hour just to name a few. Are sequels less of a risk to companies than creating an entirely new concept for a game?

As a consumer myself, I would be more comfortable buying a game I'm familiar with, than picking up a title with no track record. However, the original Space Quest had no track record either...does that make it a bad game? I guess it all comes down to your preference as a consumer.

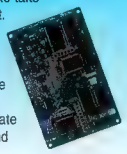
If you're into some of the new titles, it would be a good idea to get a little info before going shopping. But if you love sequels, prepare yourself for some great ones in the future. How about Magic Carpet 2, Rebel Assault 2, and Fade to Black, the sequel to Flashback just to name a few! —*Mark LeFebvre*

HOT TO HIT

MECH WARRIOR 2
QUAKE
SPACE QUEST 6
FADE TO BLACK
MAGIC CARPET 2
APACHE
MAGIC: THE GATHERING
PHANTASMAGORIA
ELEVENTH HOUR
HI-OCTANE

YAMAHA HAS THE FORCE

Yamaha Corporation of America has premiered its first daughterboard that has been designed to take advantage of Yamaha's XG MIDI format. The WaveForce DB50XB connects to any sound card that is equipped with a Wave Blaster compatible connector. The DB50XG has a September release date and will sell for around $200.



YAMAHA WAVEFORCE DB50XG TECHNICAL DATA

Tone Generation	Wave Table (Yamaha Advanced Wave Memory 2)
Chip Set	Yamaha
Polyphony	Maximum 32 Notes
Parts	16 Parts (Dynamic Voice Allocation)
Voice ROM	4 Megabytes
Number of Voices	Total: 676 voices, 21 drum kits XG: 480 melody voices, 11 drum kits (Compatible with General Midi Level 1 and XG) TG300: 579 melody voices, 10 drum kits (Compatible with TG300: and other sound modules)
Effects	Reverb (11 types), Chorus (11 types), Variation (42 types)
Hardware Requirement	Any sound card with a Wave Blaster compatible connector
Connector	26-pin female Wave Blaster compatible header connector
Dimensions	89 x 139 x 15mm (3-1/2" x 5-1/2" x 5/8")
Weight	65 g (2.29oz)

MAGIC CARPET 2

There are many great games on the market, but only a few of them can be labeled truly innovative and groundbreaking. Magic Carpet happens to be just one of those games.

Its sequel, MC2: The Netherworlds is very similar to its predecessor, but includes some very impressive features. The flight engine has been improved to run over 70 percent faster, plus there are now underground and night levels to test your skill and an eight-player network support. ***Availability: fall 1995***

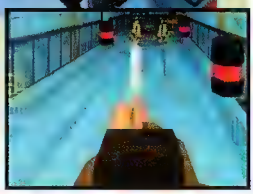
FLIGHT OF THE AMAZON QUEEN

This graphic adventure will take you on a humorous and challenging trip back to the Amazon Jungle. Play as Joe King, pilot-for-hire and travel to more than 100 different locations solving increasingly difficult puzzles.

With more than four hours of game play and an average price of about $20, Flight of the Amazon Queen will keep any adventure enthusiast happy. ***Availability: Sept. 26, 1995***

FADE TO BLACK

This captivating sequel blends arcade adventure with strategic game play to create an entirely 3-D world. If you're familiar with Flashback, the story is pretty much the same. You're surrounded by aliens who are outnumbered and fighting for your life! The game offers six levels, each with its own sub-levels and missions.
Availability: September 1995



CAESAR 2

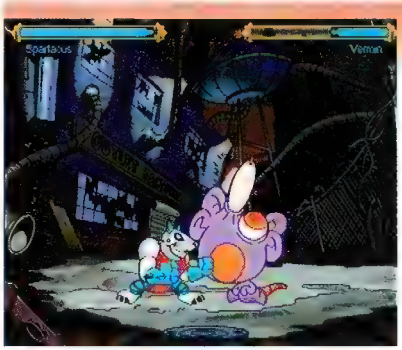
In Caesar 2, your goal is not only to successfully build a Roman province, but also protect it from any raids by either a good structural defense (such as walls and towers) or by raising up your armies to battle with the enemy.

This sequel to its award-winning predecessor has the same structure, but many enhancements were made to improve the game play. The interface has been entirely redone, and a query function has been added. This will enable the player to "right click" on any structure and check out all the info on it similar to SimCity 2000. ***Availability: September 1995***

SILENT STEEL

This interactive strategy adventure is a full-motion video title that will put you in control of a nuclear attack sub. As captain, you will need to make critical decisions in order to progress through the intricate plot that has over 30 different endings.

The game was filmed on a real Naval submarine with professional actors. It features over 300 minutes of full-motion video on three CDs.
Availability: fall 1995



BATTLE BEAST

This unique fighting game may look like a "kiddie" title at first glance, but it has some very impressive credentials. There are more than 100 secret moves, weapons and hidden power-up rooms.

Each of the six characters has the ability to morph into a Battle Beast, and there is an artificial intelligence that learns your favorite moves and is smarter each time.
Availability: August 1995

HI-OCTANE

WHEN YOU'RE TRAVELING AT SPEEDS IN EXCESS OF 100 MPH, DON'T EVEN BOTHER LOOKING FOR THE BRAKES!

HI-OCTANE IS NOT YOUR AVERAGE RACING GAME!

If I took all the racing games I've ever played and rated them 1-10, they would all get a 5. The main reason is because no matter how great the game may look, without a lot of action, zipping around the same track for 10 laps can get pretty boring. If a game is going to succeed, it'll have to keep the player's interest for more than a couple of hours!

Hi-Octane definitely stands above the rest, because it has every feature that a gamer could ever ask for. First, there are six different hovercrafts to pick from, each with its own special characteristics, including speed, armor, weight and firepower.

As far as weapons go, each craft is equipped with a chain gun and a missile launcher. Both are very effective against your opponent, and can be recharged and upgraded to certain points in the race.

In other games, the computer drones are either easy to beat (meaning you spend the entire race lapping other drivers) or the opposite (the computer cheats too much).

Hi-Octane does away with this problem. If you're at the end of the pack, you may not be able to pass the leaders. But with enough firepower, you can muscle your way to the front by process of elimination.

However, if you're skilled enough to be holding first place, when you start to lap the computer drones, they will launch everything they've got to take you out.

The last feature available to you on your craft is the booster. Besides being a very effective way to pass other drivers, you'll need it every time you see a big skull-and-crossbones sign. This is a good indication that there is a ramp coming up, and charging your boosters may be the only way across the gorge!

In the first course, you can see on the map where the shortcut is but you'll need to slow down to find it.

INFORMATION STATION
HI-OCTANE

CATEGORY	RACING
DEVELOPER	BULLFROG
PUBLISHER	BULLFROG
AVAILABILITY	NOW

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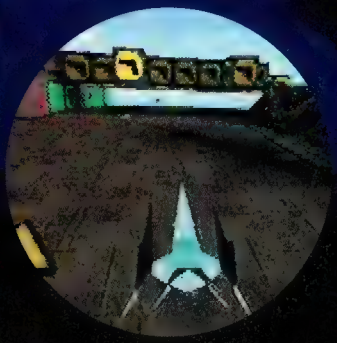
Course four is the most dangerous. Keep an eye on your map at the bottom. Time it so you won't suffer from a mid-air collision.

If you have enough time, take a pit stop to fill up on some items you may need. How about ammo?



TRACK INFORMATION

There are only six tracks you can pick from when racing, but each one has its own little secrets. Figuring them out will not be an easy job.

First, there are little pit stops in different areas of the track where you will need to stop and recharge your weapons, shields and most important of all, fuel. The tracks themselves are very intricate, sometimes confusing. But with a bit of racing under your belt, you will notice that there are shortcuts and secret areas to find.

The shortcuts are great for making up some time, and the secret areas have tons of power-ups to use to your advantage (if you're lucky enough to find them).

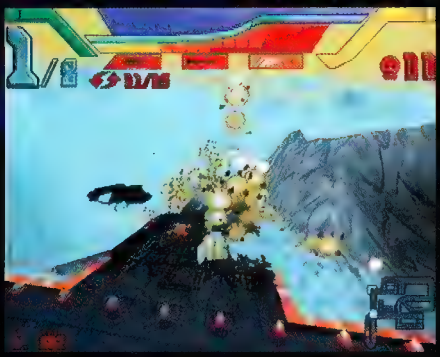
There are four different camera views you can pick from: three trailing views, so you can see your hovercraft and a cockpit view. I'm partial to the cockpit view myself, because you can tell how bad you're getting hit by the chain gun by the amount of bullet holes in the windshield.

One of the most important features is the ability to have eight players racing at the same time over a network. There is even a league table where you will be able to keep track of your progress.

If all the features that Hi-Octane has to offer aren't enough, the graphics on this high-speed racer look great.

One great touch is the way the road seems to be blanketed by a layer of fog. This drastically cuts down on visibility of the corners, and makes it hard to see shortcuts.

The bottom line is this game has enough cool features to keep the die-hard racer busy, but can also be enjoyed by somebody who would rather just strap themselves in and play.



SYSTEM REQUIREMENTS

MS-DOS 5.0 or higher/8MB RAM
486 CPU or higher/VGA
1 MB hard drive space
Double speed CD-ROM drive
Recommended: 486/50mHz or faster
Optional: VESA compatible driver, SVGA video card and monitor
Supported: Soundblaster, AWE 32, Waveblaster, Adlib, Pro Audio Spectrum, Roland MT32, General MIDI and joystick

PC REVIEW CORNER

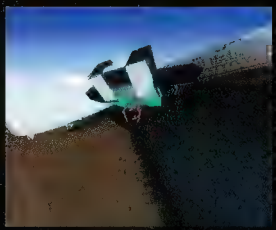
8.2

Not being a very big fan of racing games, I really had no idea what to expect. After playing one race, I was having so much fun I didn't want to put the joystick down.

There are many games nowadays that rely on a lot of the technical aspects (like using 16 different keys to control a flight sim), that it gets to be more work than fun. I enjoyed the game.

My only gripe was that there could have been more than six tracks and some different weapons.

—Mark LeFebvre



One good feature about the race is that nobody's perfect. If your shields are depleted, the computer drone will recharge all your meters and set you back on the track.

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APACHE

THE COMBAT HELICOPTER SIMULATION

With all the flight simulators on the market, it's a challenge for a consumer to figure out which is the best game to buy. One of the major problems when purchasing this genre is the perfect mixture between realism and fun.

If you pick up a sim that has all the aspects a real aircraft has, the game will be too tedious. You will probably need to read quite a bit of the manual before you can get your "bird" off the ground. If it's realism you're looking for, then you've purchased the perfect product.

But if the game is lacking realism, it will probably be a simple flight engine that won't require too much reading or training to actually get behind the seat. This is great for the average player, but simulators aren't for getting your feet wet. They're for experiencing flight at its highest realism level.

I believe most of the helicopter sims out are focused on the combat aspect. They aren't really true sims when it comes to the actual flight characteristics of a helicopter.

Interactive Magic has come up with the best of both worlds: Apache. For inexperienced players, boot the game up and fly in a matter of seconds without reading the manual. There are several different modes that anyone can play in.

The Invincibility Mode is pretty self-explanatory: It allows the player to jump into the game worry free. The Arcade Mode is a bit more difficult, because you can be shot down at any time.

The highest level of flight is the Realistic Mode. This mode can be challenging and frustrating at first because to change air speed, you must use a certain amount of pitch by tipping the nose of the helicopter up or down to gain forward momentum while at the same time constantly monitoring your altitude. This is exactly how a real helicopter is flown. It will take a while to get used to.

The difference between the Arcade and Realistic is that unlike the Realistic Mode, in Arcade, the joystick affects the forward momentum without affecting altitude. This means that you will give up a lot of realism, but will have fewer crash and burns.

Apache is one of the few titles that can offer any player the ability to plug and play. It also increases the challenge of the game in many different ways.

The cockpit and your HUD are your most important tools of reference. Here you can check the distance then lock on to your target.

BRUTAL.

You're Dead Meat!

Standing naked on a glacier, munching on tribesmen, you sense that something really *bad* is coming. Suddenly, a claw-happy raptor comes screamin' out of nowhere to slice and dice you into gorilla cold cuts. Before he can rip your face off, you nail the lizard breath with a crushing brain bash. Just another day.

It's Primal Rage.

With all the flesh-ripping fighting moves, action and fatalities that made the arcade hit #1. It's new. It's different. It has Flying Butt Slams and Farts of Fury. Deadly multiple combos to pound your opponents into submission. Unbelievably realistic character animations. And of course, Power Pukes, Gut Gougers, and Face Rippers.

Primal Rage. For Sega™ Genesis,™ Super NES,® Game Gear™ GameBoy,® and PC CD-ROM.

TIME WARNER INTERACTIVE

TEEN T AGES 13+

Urth Shaking Carnage!

PRIMAL RAGE™

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The simulation is based on the AH-64D Apache Longbow, and features some of the best-looking 3-D effects I've seen in a sim. As far as combat goes, no expense was spared. It offers three real-world geographic areas in Central Europe, the Gulf and East Asia, encompassing an area of over 2 million square miles.

Before heading out to save the world, it's a good idea to check out the training missions in the game. In preparation for a full campaign, learn basic skills of flying at Fort Hood, like weapons training, precision landing and formation flying.

When you feel confident enough to take over a small country, choose to start one of the campaigns. There are over 60 play levels to challenge even the most sophisticated pilots. I've played many sims, and nothing ever impressed me as much as Apache.

The game has a really neat feature that allows two people to play at the same time. One player takes on the role as the pilot, and the second player has all the duties of a gunner.

If Two-player Mode isn't enough, the game will allow up to 16 players to battle each other via a network.

Not only is the flight engine down to the very last detail, so is every aspect of the game. The weapons system is identical to the real thing, including a full integrated helmet and display sight system. The majority of all the information you need throughout a mission will be conveyed to you through your instruments and gauges located on one of the two cockpits available: the pilot and the co-pilot/gunner.

"Apache is as close to flying the actual aircraft as any simulation I have ever seen.

"I found the attention to detail, sound and flight characteristics to be nearly identical to that of the actual aircraft."

– FORMER APACHE PILOT

REX SWETNAM

SYSTEM REQUIREMENTS

PC-CD ROM
486SX/33 Mhz/minimum
486DX/66 Mhz/recommended
DOS 5.0 or higher
8 Mb RAM
SVGA
Sound Blaster, Sound Blaster Pro, AdLib, Roland, Gravis
Joystick, Thrustmaster

Lastly, a lot of flight sims' graphics suffer when pixels are enlarged close to the screen. What this means is that if you're 4,000 feet up in the air, the terrain will look picture perfect. Now see what happens when you're 75 feet in the air or an enemy flies right in front of you at a high rate of speed. The image gets blurry and pixelated, taking away from some of the realism. In Apache, a new low altitude 3-D terrain technology was used to solve that problem. The end result is a game that offers not only true realistic flight, but also the high-end graphics to back it up.

PC REVIEW CORNER

8.8

I have always been really interested in flight simulators, but I was never really impressed enough to spend the time that a game of this genre deserves. I have to admit, I really took a liking to Apache right from the first mission. There are a lot of games that try to brag about what new technology was used to develop (the game and how good it is). Apache will sell itself on pure game play, realism and enjoyment. A great game overall.

—Mark LeFebvre

INFORMATION STATION
APACHE

CATEGORY	SIMULATION
DEVELOPER	INTER. MAGIC
PUBLISHER	INTER. MAGIC
AVAILABILITY	NOW

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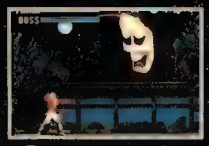
Sho & twin brother Kazuma don't think so.

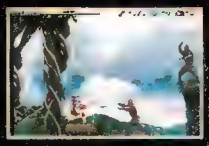
Kazuma's got a vendetta against him, and has made arrangements with several mercenaries to wipe him off the face of this earth. A bit bitter you say...

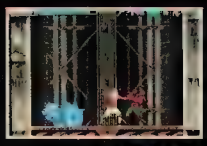
Obviously someone wasn't treated right when they were growing up.

Sometimes you just can't depend on family.

TEEN T AGES 13+







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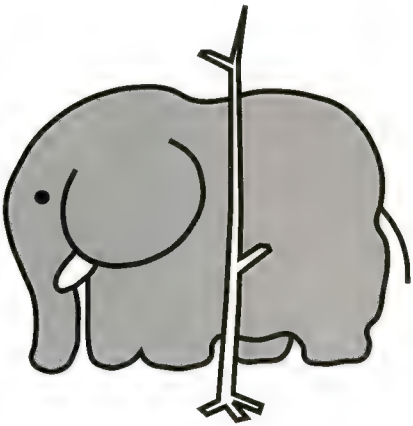
Can you spot the elephant in this picture?

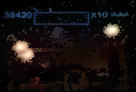


If so, you're probably smart enough to figure out that paying $149 for a 64-bit Jaguar makes more sense than paying over $300 for a 32-bit system.

JAGUAR

64-bit. $149*

The most advanced graphics out there. Twice the bits for half the price. And over 40 cerebellum-scrambling games to choose from. If you still don't get why the Jaguar's a better deal, maybe getting that second lobotomy will help.



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What you've been waiting for. More enemies, more weapons to destroy them with. Plus 3D graphics for killer explosions and ear-shearing sound.

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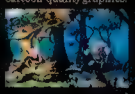
It's a dream come true. You're a superhero battling the arch-nemesis attempting to destroy the world. Each colorful level is teeming with cartoon-quality graphics.



FlipOut!™
Not exactly the kind of puzzles you find in the Sunday paper. From Planet Earth to Planet Phrohma, strange little aliens taunt you as you try to solve these puzzles.

Ultra Vortek™
With at least six special moves each, these are seven fighters you don't want to meet in a dark alley. But meeting them on a video screen is pretty cool. Especially when you kick their butts.

Pitfall: The Mayan Adventure™
You're the son of Pitfall Harry, scouring the Mayan jungles for your kidnapped dad. Feature film-quality animation makes for pendulums that slice and crocodiles that bite.

White Men Can't Jump™
Rules? What rules? On the way to the Slam City Tournament, anything goes. Comes with a free Team Tap multi-player adapter for four-player action.

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PLAYER'S NOTES:

FIRST IMPRESSION

I played the Genesis version (originally titled Battletech the Game of Armored Combat), so I thought I knew what I was getting myself into. Once again, I got in over my head and found myself clawing my way back to the surface.

BEST FEATURE

The graphics are excellent. The music and sound effects really set the mood. With two players, one controls the feet and movement while player two controls the turret and weapons.

WHAT'S MISSING

A big red target saying, "Here I am shoot me!" Then again, the enemies don't really need any more help considering there are so many of them.

WILL YOU LIKE IT?

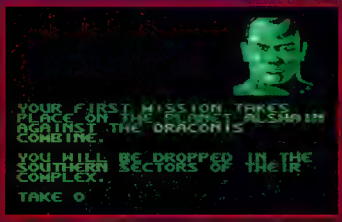
If you like huge mechs destroying everything in their sight on a large battlefield and having everybody and their brother shooting at you, then MechWarrior 3050 is for you. If not, well then you're a sissy and probably couldn't handle it.

—*David Ruchala*

CUSTOMIZE

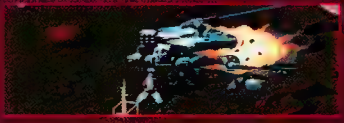
You can customize your mech with nine types of weapons. The PPC is an energy weapon. The Gauss rifle explodes when it hits the ground. The Arrow IV attacks the nearest enemy. The Laser, Machine Gun and Auto Cannon fire straight. The Laser is the strongest and the machine gun is the weakest. The Inferno shoots a flame stream, while the LR missile can hit targets on the edge of the screen. The Thunder Mine drops bombs behind you.

MECHWARRIOR 3050



In a Time of War...

...all you have is your clan. In MechWarrior 3050, fight and give your life if necessary for your clan. In the MechWarrior Universe, humankind has divided into groups or clans. These clans possess giant robots or mechs. Mechs have developed into the premier battlefield weapon. Their armoments consist of some of the most destructive weapons ever placed on a land vehicle.



FACT-FILE

THEME	Action/Adventure
DIFFICULTY	Very Hard
TIME TO COMPLETE	Long
MEG SIZE	12
BACK-UP	Password
# OF PLAYERS	1 or 2
AVAILABLE	October
% COMPLETE	100%

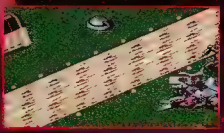
DEVELOPED BY: Tiburon Ent.

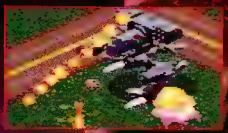
PUBLISHED BY: Activision

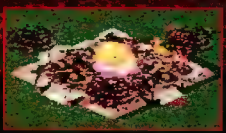
ALSHAIN

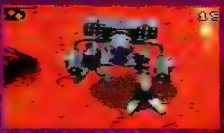
Your first mission has you fighting the Draconis Combine. You will be dropped in the southern sector. Proceed to the radar sight and destroy it. Next, take out the Aerotech base, then go west to the Mech and Tank bays. Destroy these to prevent a counterattack. Next, liberate your special operative and attack the main Draconis compound.

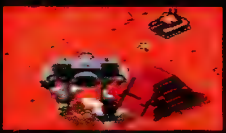
Destroy the power generators before attacking the main compound.

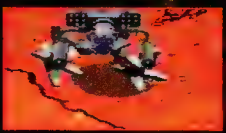




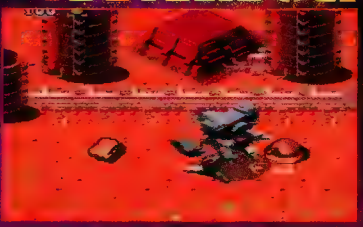




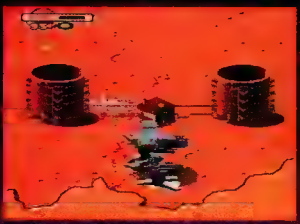




SATALICE



You will be fighting the cowardly Rasalhague. They have built a plant on Satalice that builds Mech Fusion engines. Land and stop this operation. First, destroy the two space ports so the launch of the next supply can be prevented. Next, take out the refining plants. Finally, destroy the main plant. Do this last or you'll start glowing.

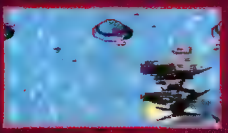


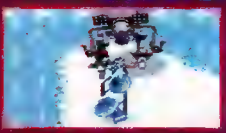
You have to destroy the refineries before you attack the main plant.

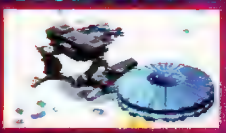
Make sure you destroy all of the buildings or you have failed.

I hope you packed long underwear. Welcome to Ridderkerk. Here Fedcom has set up an operation to examine captured clan equipment. We cannot let them find our weaknesses...not that there are any. Take out the radar-jamming stations so you can find the enemy base. Next, destroy the Base that holds the information they have already found out.

RIDDERKERK



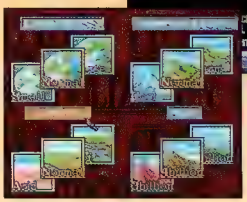


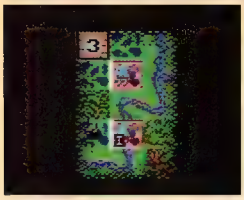


Civilization is based on the excellent PC title. In terms of translation, this is very close.

Roman	Russian
Babylonian	Japanese
German	French
Egyptian	Aztec
American	Chinese
Greek	English
Indian	Mongol

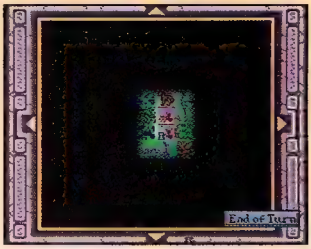
Civilization is a strategy game where you must build up your tribe, conquer others and develop technology. You have a number of options at your disposal. There are 14 "tribes" to choose from. Not only that, but you can also customize the world to your own specifications. Everything—from land mass to water content—can be adjusted to suit your playing style.





STARTING OUT

You must build your civilization from the ground up. You start with just two wagons, but you must make towns and create your forces. Depending on who you are, you will have to create your own strategy for world domination. Build a town then bridge out quickly. Use roads to speed up trade.

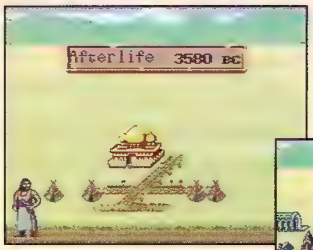


AT YOUR DISPOSAL...

FACT-FILE

THEME	Strategy
DIFFICULTY	Variable
TIME TO COMPLETE	2-3 days per game
MEG SIZE	12
BACK-UP	Battery
# OF PLAYERS	1
AVAILABLE	Now
% COMPLETE	100%

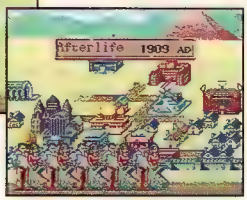
DEVELOPED BY: Microprose
PUBLISHED BY: Koei

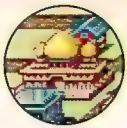


The cities may start out small, but in time, you will get more civilized.

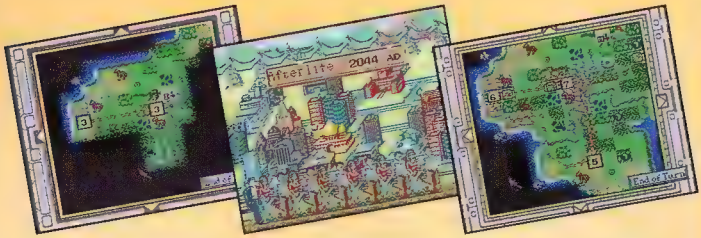
CITY MANAGEMENT

Cities are your key to winning. To make a successful city, make sure all of its needs are met. Water, housing and troop supply are important.





CIVILIZATION



Progress is the name of the game. Expand your territories and conquer your foes. With new technology comes new problems. You will be busy maintaining your entire realm of influence.

PLAYER'S NOTES:

FIRST IMPRESSION

As a player of the computer version, I was dismayed at first by the graphics and interface. After a few minutes though, I loved it.

BEST FEATURE

Simply being able to conquer an entire world. Each game is different and you can name your cities. This game is really good.

WHAT'S MISSING

The graphics of the computer game aren't here. They are very rough, but they are adequate. You won't care once you get hooked.

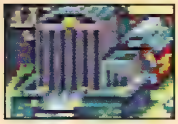
WILL YOU LIKE IT?

I think anyone who can sit down and play Civilization will get totally engrossed. It's addictive, and you'll probably think about conquering your own cities in real life. This cart is just plain fun. There are enough variables to keep it fresh. In fact, I've beaten it four times, and I still want to see what I can do next. Depending on who you are, your strategy will drastically change. So, yes you will most likely enjoy Civilization. 'Nuff said.

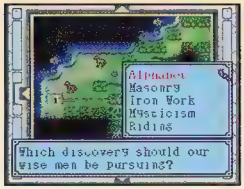
—Andrew Baran

WONDERS OF THE WORLD

Wonders take a long time to create, but each one is unique and can do special things. Some increase morale and others help you learn.



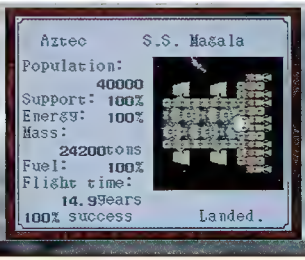
Try to acquire the Great Library and other intellectual wonders. They can boost your skills up a lot.



As you progress, your group can gain skills to survive.

THE SPACE RACE

The space race is one of the major objectives of Civilization. It takes time and money to build it. Can you make it?



FOREIGN POLICY

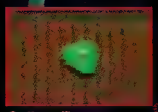
During the game, you will often be approached by the other nations. You may want to trade skills, or you might need to sign a peace treaty. Sometimes a nation will often exchange money for peace. If you are strong enough, take the money and plunder their towns anyway. To win, you must eventually wipe them all out. Attack when they are weak.

If you rule wisely, you may eventually defeat those who stand in your way.

THE MASK™

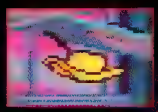
ICONS

Collect Milo for an increase in Mask and Morph energy.



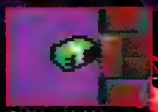
Collect Energy Hearts to replenish your Mask energy.

Collect Morph Energy to replenish it.



Get these Hats so you don't have to start a level over.

Collect the mask to get an extra life.



Collect 50,000 bucks to get into Coco Bongo.

MOVES

This weapon will kill most of your enemies with one shot.

One little blast of this honker whacks everyone on the screen.

This is the Mask's basic attack. It's weak, but use it a lot.

The Sneak can come in very handy when you need to go unnoticed.

The Mask's Spin is devastating. He plows over his enemies.

The Hammer can be used as a weapon and a way to break floors.

PLAYER'S NOTES:

FIRST IMPRESSION

Great. Another movie turned game long after the movie was released. Oh gee, and it's the Mask too. I wasn't a big fan of the movie, so I didn't expect the game to thrill me. I was wrong.

BEST FEATURE

All of the things that you can get the Mask to do. He has a ton of special abilities that really give this game a boost. The control is also very well done.

WHAT'S MISSING

The graphics and sound effects are good, but they could have been a lot better. The levels are long, but they are also very easy.

WILL YOU LIKE IT?

If you liked the movie and the comic-book series or just want a wacky, fun game that you can act like a cartoon character in, then the Mask is for you. But if you want a challenging game with hard levels and lots of secrets, then you might want to steer clear. I would give this an A for the thought and premise, but it would only get a B- for execution.

—David Ruchala

FACT-FILE

THEME	Action/Adventure
DIFFICULTY	Moderate
TIME TO COMPLETE	Medium
MEG SIZE	16
BACK-UP	None
# OF PLAYERS	1
AVAILABLE	September
% COMPLETE	100%

DEVELOPED BY: Black Pearl Software

PUBLISHED BY: T*HQ

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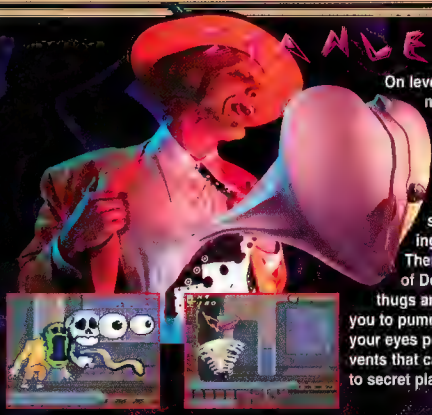
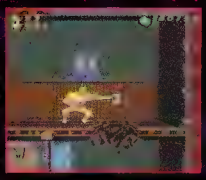
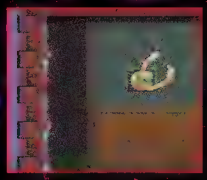
ANLEY'S APARTMENT



On level one, you must get through your apartment building and defeat the shotgun-toting landlord. There are plenty of Dorian's thugs around for you to pummel. Keep your eyes peeled for vents that can take you to secret places.





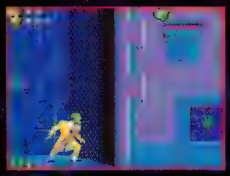
THE STREETS OF EDGE CITY

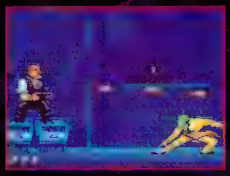
There is a lot of money lying around, so pick up as much as you can.

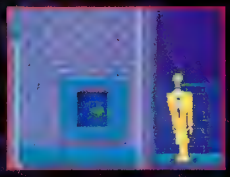
The Streets of Edge City is a very dangerous place. Dorian's thugs are all around. Make it through the construction and beat up those thugs if you want to make it to the bank.

This torch-carrying baddy can also jump with the best of them.

EDGE CITY BANK







Here at the Bank you can withdraw a lot of money, but you have interrupted Dorian's bank job. To get the money, you will have to fight through his thugs.

SUPER NES

URBAN STRIKE

WITH THE NATION UNDER THE THREAT OF TERRORIST ASSAULT, YOU HAVE BEEN CALLED UPON TO WIPE OUT THE SCUM...

FACT-FILE

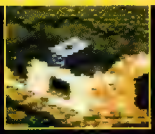
THEME	Action
DIFFICULTY	Moderate
TIME TO COMPLETE	Medium
MEG SIZE	8
BACK-UP	Password
# OF PLAYERS	1
AVAILABLE	October
% COMPLETE	90%

DEVELOPED BY: Black Pearl Software

PUBLISHED BY: T*HQ

ICONS

The Ammo Crates will give you a full supply of ammo.



The Armor Repair will fix the damage done to you.

The Fuel Drums will give you a full load of fuel.

PLAYER'S NOTES:

FIRST IMPRESSION

Excellent! I've been waiting for this game for a while. After playing both Desert and Jungle Strike, I was looking forward to Urban Strike. Unfortunately, when I started it, I became disappointed quickly.

BEST FEATURE

I would say that the best feature is the fact that you don't always stay in your chopper. Now to complete some of the missions you must take the fight to the enemy face to face on the ground.

WHAT'S MISSING

Graphics, sound, playability...just about everything that made the first two fun. The graphics haven't improved. They don't flow well. The sound is very exciting, but the helicopters seem a lot harder to control.

WILL YOU LIKE IT?

If you were a big fan of the Strike series, then you will want to pick this one up just to say you have all of them. Otherwise, I would be leery of it. Hopefully they will work out some of the bugs

—*David Ruchala*

YOUR CHOPPERS

Arm yourself with the Militia's finest

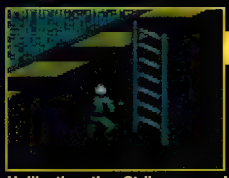
The Mohican is the army's finest attack helicopter. It is very fast and maneuverable. Plus it carries a lot of weapons.

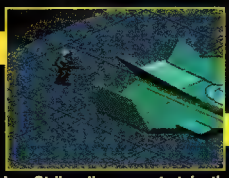
MILITIA

BLACKHAWKE

The Blackhawke is the army's finest rescue chopper. It can carry up to 20 people to safety, thus reducing mission time.

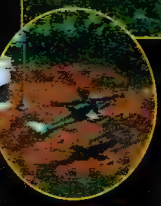
NOW YOU CAN TRAVEL OUTSIDE OF YOUR CHOPPER



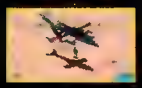


Unlike the other Strike games, Urban Strike allows you to take the battle to a whole different front. Now to complete some missions you must leave the relative safety of your helicopter and battle on foot. You will be armed with your trusty MR9 and a pack of nine Hydra missiles.

MISSION 1 HAWAII

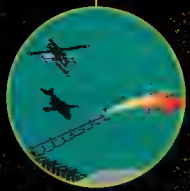


Mission One is a good intro for those who have never played any of the Strike series. You will get to use both the Attack and Rescue helicopters here. Watch out for snipers in the bush.

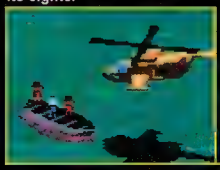


BAJA OIL RIGS MISSION 2

There's no time to rest, because Mission Two has a lot for you to do. First disable the two mini oil rigs, then save the passengers of a cruise ship. Kill their destroyer and save a Russian sub. Finally you must take on the Main Oil Rig in a fiery battle. Stay alert at the controls as the enemy has you in its sights.



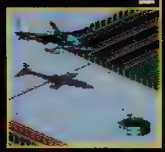
You must take out the oil rig defensive weapons.



RESCUE

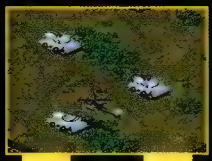
ANNIHILATE

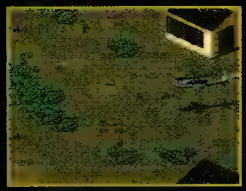
DESTROY



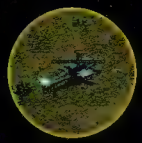
MISSION 3 MEXICO

On Mission Four trek deep into the heart of Mexico. Here you must destroy the weapons factory and the new weapon. Plus you must save the engineering crew that put it together.



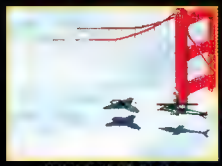


Take out their headquarters to confuse them.

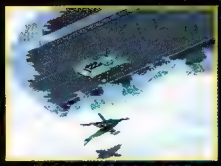


MISSION 4 SAN FRANCISCO

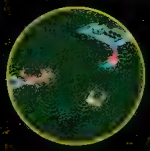
Welcome to San Francisco, the City by the Bay. This particular city is under siege by terrorists. You must first protect the Bay and Golden Gate bridge. Take out the terrorists afterward.

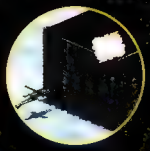


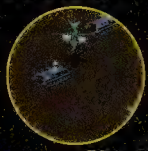
Protect the bridges at all costs.



Watch out for armored vehicles under the fog.







ZOOP

FACT-FILE

THEME	Puzzle
DIFFICULTY	Variable
TIME TO COMPLETE	Long
MEG SIZE	4
BACK-UP	None
# OF PLAYERS	1
AVAILABLE	October
% COMPLETE	100%

DEVELOPED BY: Huck Stone
PUBLISHED BY: Viacom

PLAYER'S NOTES:

FIRST IMPRESSION

Boy am I confused. That was my first impression alright. The game seemed to confuse me right away, but as I continued to play, I became more accustomed to it and the control and strategy became easier.

BEST FEATURE

The challenge offered by this game has to be the best thing one could expect from this game. It is tough when you get to the higher levels.

WHAT'S MISSING

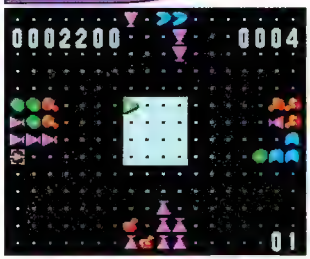
The graphics and sound are a little on the weak side. The music becomes repetitive quickly also.

WILL YOU LIKE IT?

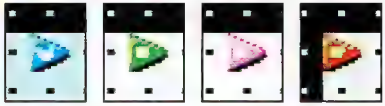
If you are into puzzles games and the kind of games that challenge your mind, this game would be for you. If you are into the type of game where you can blow up an alien menace or rescue the princess, this game would not be the best choice for you.

—*Scott Augustyn*

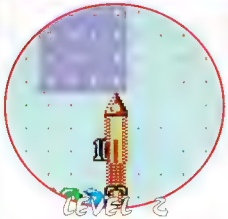
WHAT DO I DO?



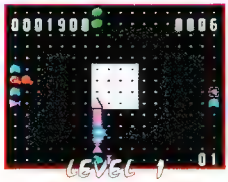
The object of Zoop is to knock out a certain amount of building baddies. You have to match up the color of your pointer to the block you are trying to knock out. If you hit a block of another color, you will turn into that color. You can run into blocks of another color by choice in order to change into the color that you want to be. This is a useful tactic.



MANY LEVELS OF CHALLENGE!

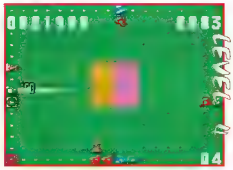


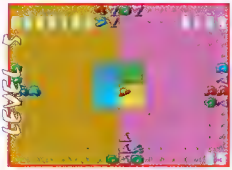
Blast forward and knock out the color-coded rows.

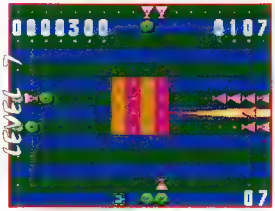


The more you knock out, the more points you can gain.

ZOOP IT UP!







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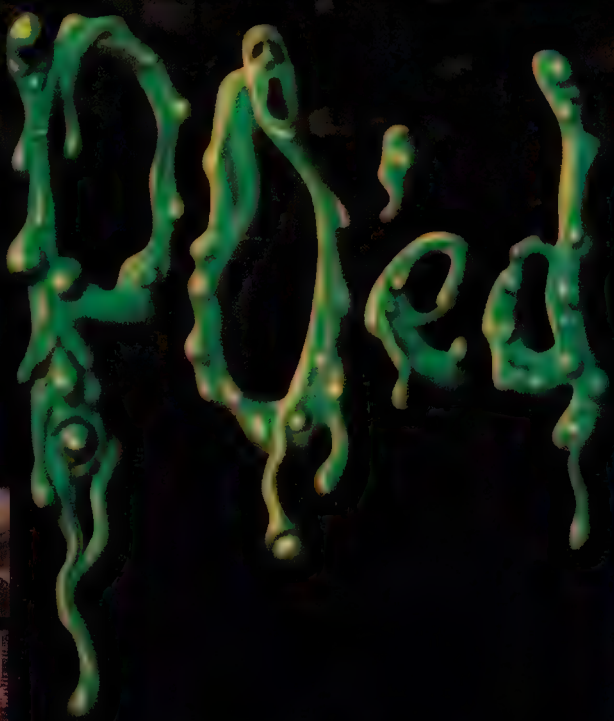

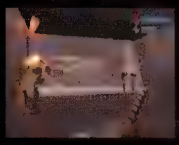

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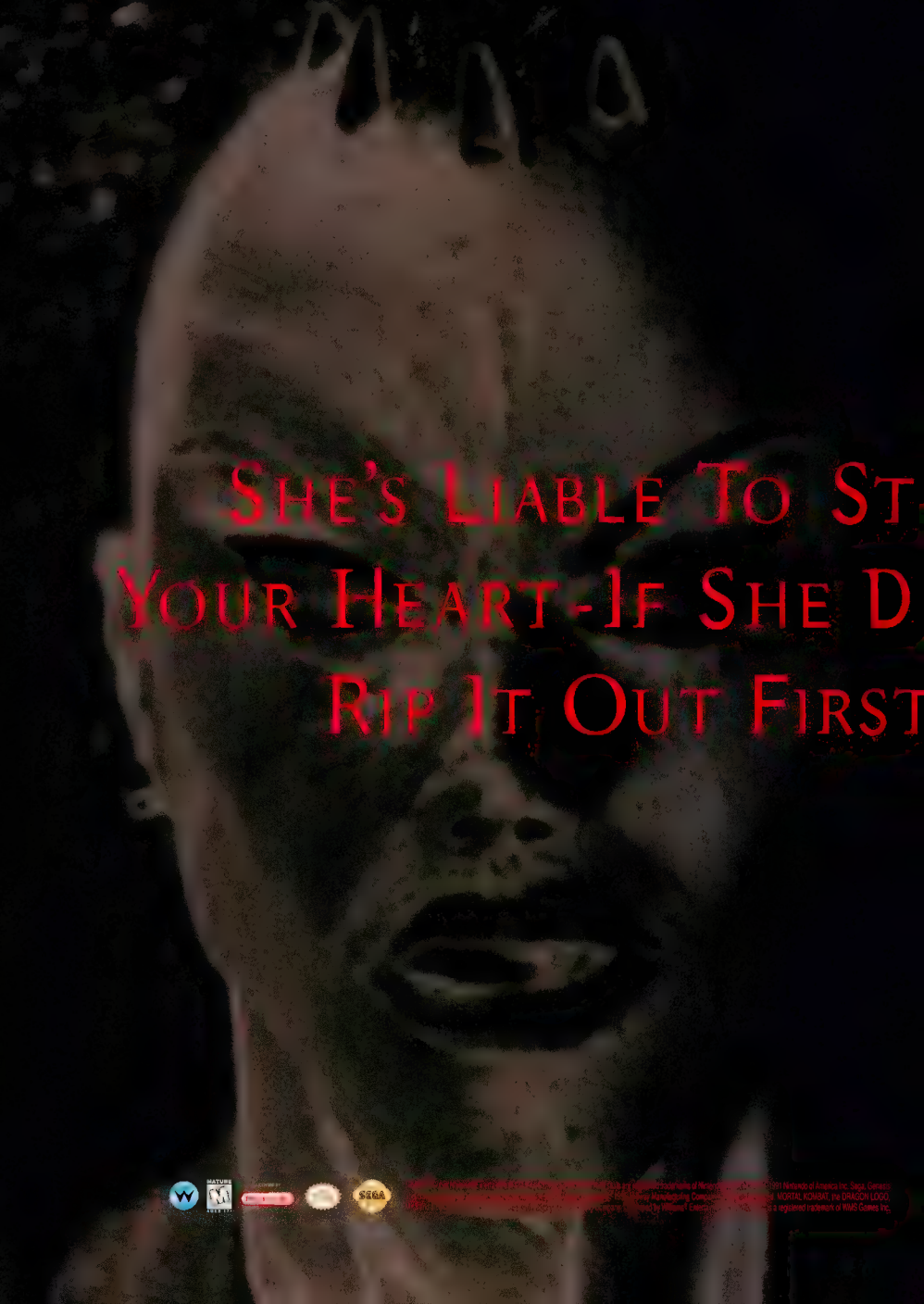
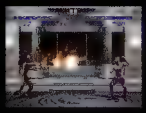

SHE'S LIABLE TO ST
YOUR HEART-IF SHE D
RIP IT OUT FIRST
SEGA

Meet Sheeva. The four-armed, red-eyed wonder girl of your dreams. Isn't she a beauty?



Haven't you always wanted a girl who could set you on fire? Well now you can have her.

since MK3 is coming home on [illegible]

There's a lot of lovin' in those four arms. Enjoy.

EAL

OESN'T

BLAKE'S HOTEL

You and the whole Scooby-Doo gang are staying in Uncle Blake's hotel when he disappears. Of course, it is up to you and your faithful buddy Scooby to find out who is responsible.

PLAYER'S NOTES:

FIRST IMPRESSION

The first thing that hit me when I turned this game on was that it is just like the cartoon. And just like the cartoon I couldn't stop watching or in this case, playing!

BEST FEATURE

The best feature of this game is without a doubt the mystery. All the clues are there to beat the game, but finding them and recognizing them is the trick.

WHAT'S MISSING

While I did find myself stumped from time to time, the game is not really all that long. Like all games in this genre, I was left wanting more.

WILL YOU LIKE IT?

I think that anyone who has ever heard of Scooby-Doo will love to take this game on. Anyone who would like to solve an intriguing mystery would also find this game instantly addictive.

—*Paul A. Ojeda*

FACT-FILE

THEME	Puzzle/Adventure
DIFFICULTY	Moderate
TIME TO COMPLETE	Two Hours
MEG SIZE	16
BACK-UP	Password
# OF PLAYERS	1
AVAILABLE	September
% COMPLETE	100%

DEVELOPED BY: Sunsoft
PUBLISHED BY: Acclaim Entertainment

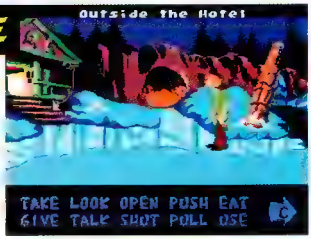
LOBBY

When you go into the office on the right, you will see that Blake is gone. Search the office for any clues that he may have left behind.

KITCHEN

From the upstairs hallway there is a dumbwaiter that you can take down to the kitchen. You will use a lot of things that you find in here so search carefully.

OUTSIDE



That bear in the background really snores loud! I wonder if there is a way to wake him up? What is with that ugly totem pole that is on the bank of the river?

SCOOBY-DOO™ MYSTERY

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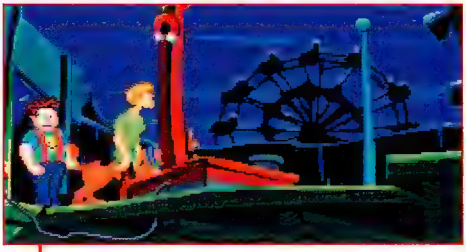
In the back lot you must be very careful to pay attention to all of the signs. Try to see if you can acquire the ball that the teddy bear, um, I mean the balancing bear, is using.

Take everything you can and remember that some things you pick up are just clues and are not useful.



When you first enter any area, move the cursor around to see what you can use. That magnet doesn't look fair, does it?

HAA HAA CIRCUS

THE POND

THE GAME ROOM

You need tokens and tickets to play the crane game and the dart game. Of course you can't get the tickets until you play the crane game, and you can't play the crane game until you get the tokens. Some fun, huh?

WE WERE WARNED HEADS
NEW GAME DIDN'T REDEFINE THE

WOULD ROLL IF OUR
ENTIRE FIGHTING GAME GENRE.

HOW APPROPRIATE.

When revolutionizing the world of fighting games, it's good to have such encouragement from the guys in the corner offices. Introducing WeaponLord.™ Combat with a cutting edge. WeaponLord features weapon-to-weapon combat in classic medieval tradition, with all kinds of combos that disembowel, decapitate and dismember. Plus a fighting system that's more advanced than those in most arcades, not to mention the first aggressive blocking system ever. Play it and see for yourself. WeaponLord truly redefines the genre. Which makes us glad we stuck our necks out in the first place.

GENESIS
SUPER NINTENDO ENTERTAINMENT SYSTEM
PLAY IT ON X BAND
TEEN AGES 13+

32X

PITFALL

THE MAYAN ADVENTURE

FACT-FILE
THEME
Action/Adventure
DIFFICULTY
Moderate
TIME TO COMPLETE
Medium
MEG SIZE
32
BACK-UP
None
OF PLAYERS
1
AVAILABLE
September
% COMPLETE
100%
DEVELOPED BY: Big Bang Software
PUBLISHED BY Activision

PLAYER'S NOTES:

FIRST IMPRESSION

The thing that first caught my eye was all the cool animations that Pitfall Harry performs. This makes the game very amusing.

BEST FEATURE

This would definitely have to be the layout of the different levels. Each level is designed so that you cannot just run through it. Instead, you must find the correct path. And, you can also search for hidden areas.

WHAT'S MISSING

The worst part of the game is the control. It almost seems like there is a delay between your motion on the controller and what happens on the screen.

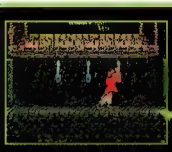
WILL YOU LIKE IT?

Yeah, I think you will like it. I found that the game provided a unique challenge missing from many of the games out today. It is good to play a game that has a little variety from the standard games that we have come to know...and love.

—Ron Marciniak

BONUS ROOMS

If you find this during the game, it would be a wise idea to pick it up. It will take you to one of two levels.



In this bonus level, you have to pull the switches in the order they flash. Finish the game before the roof crushes you and a 1-Up awaits.

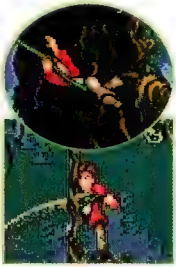
Look in the right place and you will be transported back to a place when 10 colors used to be cool and pixels dominated the show.

THE MAYAN JUNGLE

This level is pretty straightforward. There are only a few areas were you can take a detour, so if you find yourself wanting to explore around, don't waste your time because the path will take you to most of the power-ups and treasure. However, you will want to search the jungle toward the end of the level because a 1-Up is hidden in the trees.

A few well-thrown stones will stop this beast in his tracks.

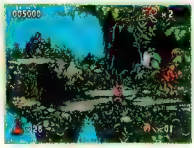
Check out this blast from the past. These pits used to wreak havoc in the original Pitfall, and they are just as much of a pain this time around.

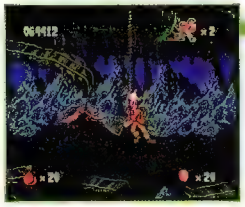


XIBALDA FALLS

After your initiation in the Mayan Jungle, you will find this level a bit more challenging. Unlike the previous level, you will find that the end of this level is a bit harder to find. I personally, would look toward the top, but you may not want to rush right up there. After all, it is nice to find the power-ups, treasure, and 1-Ups hidden throughout the cliffs. Be careful because Pitfall Harry can't swim very well.

Hang on tight Harry! Swinging across deep caverns can reveal new locales.





A few lashes of your whip will make quick works of these bats.

THE TAZAMUL MINES

Once you enter the mines, be prepared to get frustrated. You can see all the icons, but the problem is getting to them. All I can tell you is that they are all obtainable. The railcars are very useful. You can push them to certain areas and then jump off of them to get to places that you couldn't reach before. I would suggest gathering all the treasure because you will need the continues later on.

WEAPONS

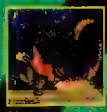
Whip

This is the weakest of the weapons because it lacks range. However, you have unlimited use of it.

Sling Stones

These stones are effective against enemies who are far away. These are easy to find so don't be afraid to use them.

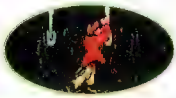
Boomerang

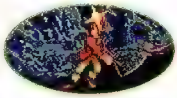


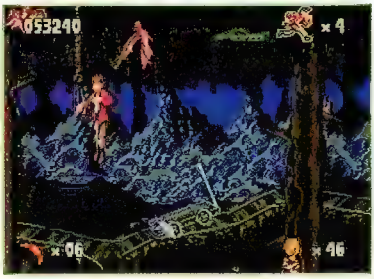
These should be used against the stronger enemies. Make sure you catch it after the throw, or you'll lose it.

Exploding Stones

These will do damage to everything on the screen. Use them sparingly because they are hard to find.







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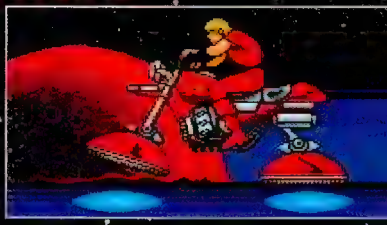
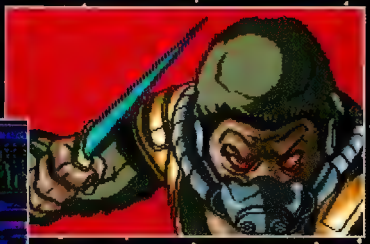
SPACE PIRATE

Cobra was the most dangerous space pirate in the galaxy. Three years ago he dropped out of site and was presumed dead by most people. However, Cobra is a man of many faces and is now hiding out on Earth waiting for the right time to resurface.

The adventure begins when Cobra travels to a bar called Crazy Horse to meet Lady, his robot friend and partner. He arrives at the bar late as usual and there is no sign of Lady anywhere. He asks the bartender if he has seen Lady and orders a glass of milk, making him look like a wimp in the eyes of the patron at the bar. He makes it very clear that he feels this way. You can ignore him of course, but you're Cobra the Space Pirate! Go ahead, pick a fight.





FACT-FILE

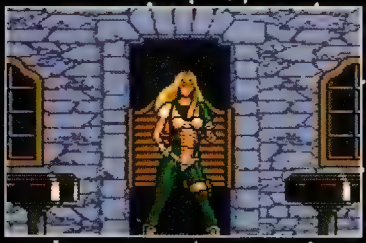
THEME	Adventure
DIFFICULTY	Moderate
TIME TO COMPLETE	Long
MEG SIZE	CD-ROM
BACK-UP	Internal
# OF PLAYERS	1
AVAILABLE	Now
% COMPLETE	100%

DEVELOPED BY: A-Girl

PUBLISHED BY: Hudson

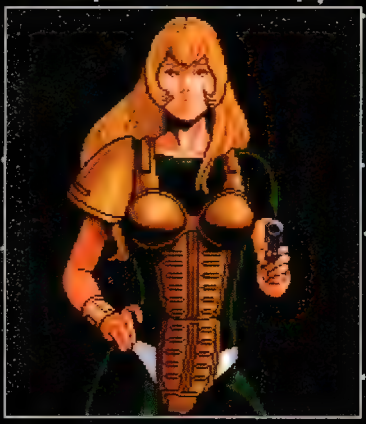
The gorilla at the bar wastes no time pulling his electro blade, and promising to dice you up real fine. Cobra now has a choice to either flee or fight. Hmm, I wonder? A well placed kick is enough to kill him with his own knife.

Now the two other patrons of the Crazy Horse are mad because you just gutted their buddy. Two on one is hardly fair so it's time to break out the heavy artillery. It's Psyco Gun time!



Just as Cobra prepares to kill the two scumbags, two flashes of light send them to their graves. When the smoke clears, he sees a beautiful woman standing in the doorway. In spite of her radiance, he does not fail to notice the gun in her hand nor does he fail to realize that she must have killed the two scumbags.

As he talks to her, you will learn that her name is Jané, a bountyhunter. He then decides that he better get out before she realizes who he really is and tries to cash in on the huge reward on his head.



Cobra leaves the bar and runs into this chubby weird bird dude. The bartender told Cobra that this thing might know the whereabouts of your friend Lady. After talking to it he determines that Lady is probably at the cemetery—the same cemetery incidentally that the infamous Cobra is buried in. That seems like too much of a coincidence so it's off to the graveyard to find Lady.

Of course, Jane is top good of a bountyhunter to be shaken that easily. You can bet your bottom dollar that you will see her again.

PLAYER'S NOTES:

FIRST IMPRESSION

As I read the story that scrolls by at the beginning of the game, I was completely ready to start the adventure. I was very interested to see where the story would take Cobra and what kind of trouble he would get into.

BEST FEATURE

The story with the cool anime feel of the game combine to make the best feature of this game

WHAT'S MISSING

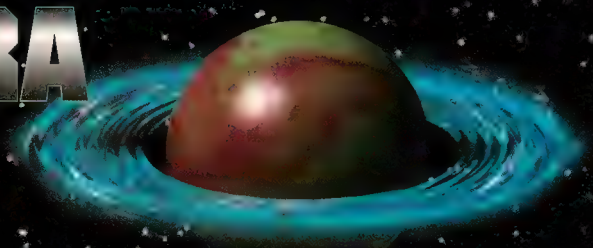
The lack of choices really hurt this game. It's not like playing an action game or an RPG exactly. It's more like watching an animated comic book that you get to interact with on a limited bases.

WILL YOU LIKE IT?

Fans of anime will probably like the graphics and the story. Action fans should be aware that this is not so much an action game but more of an animated adventure. Also anyone heavily into RPGs should be aware that the interface with this game is limited and that there is no real way to lose.

—Paul A. Ojeda

The Space Adventure COBRA The Legendary Bandit



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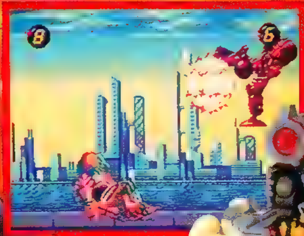

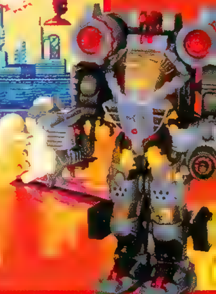

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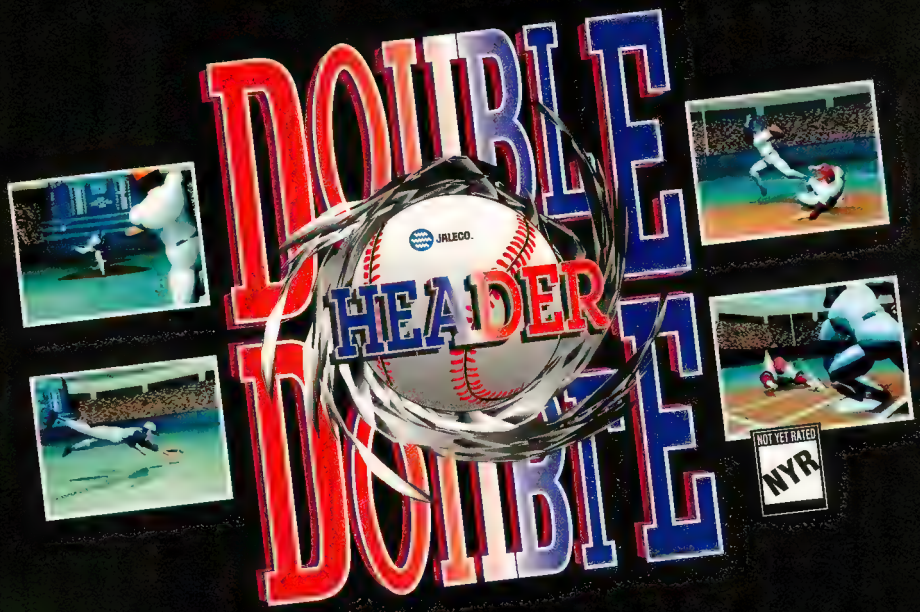

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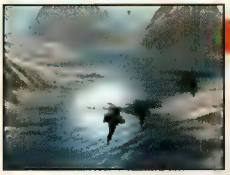
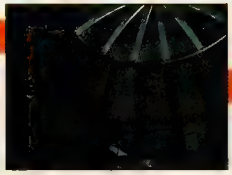
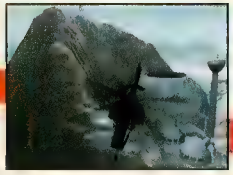






FACT-FILE

THEME	Simulation
DIFFICULTY	Moderate
TIME TO COMPLETE	Medium
MEG SIZE	CD-ROM
BACK-UP	Internal
# OF PLAYERS	1
AVAILABLE	September
% COMPLETE	80%

DEVELOPED BY: Sega of America
PUBLISHED BY Sega of America

AN AWESOME ARSENAL

Rockets

You will want to use these against the ground targets. You will need all 100 because it takes two or three to destroy a target.

Winders

These particular weapons have a tracking ability that makes quick work of enemy aircraft. You are equipped with 24 of these.

Hell Fire

Hell Fire anti-aircraft weapons are just like the Winders except they are more powerful. It only takes one Hell Fire to shoot down a plane, unlike the Winders.

Flack

These will self-destruct, spraying metal fragments into the air. Not only will they shoot down planes, but they can also be used against missile attacks.

Guns

You better hope you don't waste your other weapons. It is nearly impossible to destroy anything with your guns alone.

PLAYER'S NOTES:

FIRST IMPRESSION

I was more impressed by the cinema displays than with the actual game. This was because the game was a bit boring.

BEST FEATURE

The barrage of enemies that you must fight provides intense action.

WHAT'S MISSING

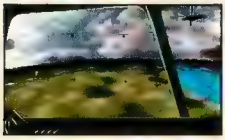
The controls are smooth, but the helicopter is very limited in its mobility. The lack of the ability to gain altitude and aim your nose up or down makes air-to-air combat dull. At times it seems like you are in a hovercraft instead of flying a helicopter.

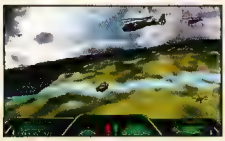
WILL YOU LIKE IT?

If you like flight simulators, Black Fire will offer you a realistic approach to helicopter flight However, you may find that the missions are very similar. This makes the game a little dull.

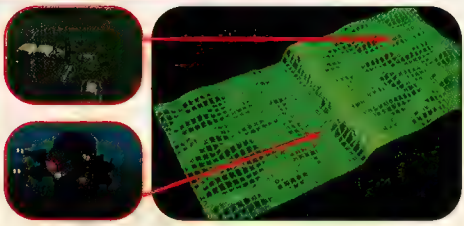
—Ron Marciniak

OPERATION: FIRST STRIKE

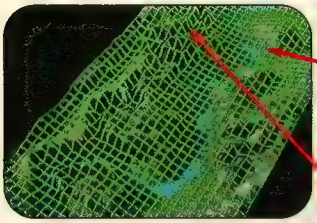


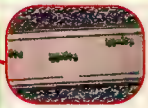


The Nation Command Authority has just authorized a limited objective strike against a small terrorist group that calls itself The Consordium. The National Command has decided to target the terrorist's base of operation using one Black Fire helicopter. Your primary mission is to destroy their central command bunker in the inner compound of the base. The Overlord Spy Satellite has located the base and locked its laser signature into the tactical computer of the Black Fire. Use your radar to help determine the exact location of your destination. You must find and destroy your target before Federal Law Enforcement Agents arrive. Their lives are in your hands. Fly well.

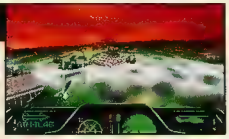


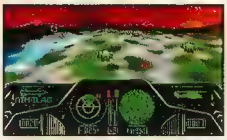
OPERATION: SILENT FALL

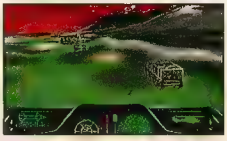




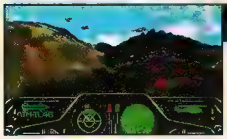
With the Consordium's base of operation out of the way, the task at hand is to now find and destroy those individuals responsible for the training and equipping of this terrorist group. Using the Overlord Satellite, the Government has located those responsible. A group terrorists that is helping the Consordium known as the Sword of Gideon has been discovered. Currently this group has established a convoy that will provide the Consordium with the last of their ordinates. Command Authority has authorized the decommissioning of the Gideon group. Your mission is to prevent the members of the Sword of Gideon from completing this transaction. You are authorized to destroy all transport trucks.

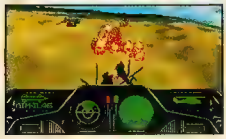




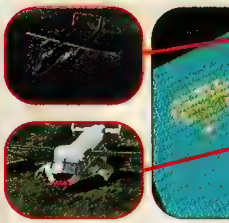


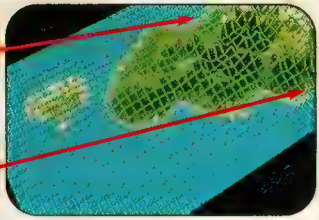
OPERATION: RULES OF ENGAGEMENT





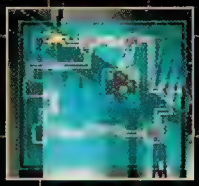
In this mission you are ordered by your commanders to conduct a Nation Command policy enforcement operation within the region of the Gulf of California. Your target is a stolen V-22 Offspray. You must find and destroy the Offspray before it can become airborne. You are given executive sanctions to use what-ever force it takes. This mission is of extreme importance because Overlord has discovered that this plane is used to equip the Gideon. Be aware that this mission is extremely high security and you should proceed with extreme caution. You will be flying outside of U.S. boundaries. If you are shot down you will be on your own. The Government will forget about your existence.





Map Data

One of the most important things to find on each level is the computer. When you access it the map of the entire level will be displayed in the upper left-hand corner of your screen.



PLAYER'S NOTES:

FIRST IMPRESSION

The cinema that starts this game tells the story and really gets you ready for action. In the first level, I was impressed by the smooth motion and the way your vital information is spread around the screen without being obtrusive.

BEST FEATURE

The best features include the graphics and the control, which are both top-notch. The game also runs very smoothly without the interference of a lot of loading time.

WHAT'S MISSING

Variety plain and simple. After five or so levels, I began to get a little bored. The objective is the same in every level: Find the key and get out. This can get really monotonous.

WILL YOU LIKE IT?

Only hard-core fans of first-person action games will really like this game. If you are expecting a game with a lot of secrets and hidden areas like Doom, you will be disappointed at how straightforward the levels are.

—Paul A. Ojeda

ROBOTICA

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The Key

The objective on each level is the same, find the gate key and move to the next level. Of course that is easier said than done.

Decisions

The levels are laid out like mazes. Choosing which door to go through can mean the difference between finding the key immediately or going through a long, drawn-out search.

Generator

The generator can do things like hover, power up, and refresh. However, the energy in the generator is wasted quickly.

FACT-FILE

THEME	Action
DIFFICULTY	Hard
TIME TO COMPLETE	Long
MEG SIZE	CD-ROM
BACK-UP	Internal
# OF PLAYERS	1
AVAILABLE	September
% COMPLETE	100%

DEVELOPED BY: Crystal Dynamics
PUBLISHED BY: Acclaim Entertainment

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MIDWAY

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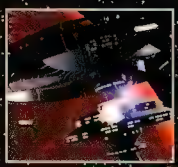
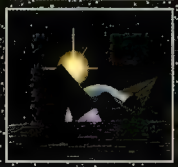
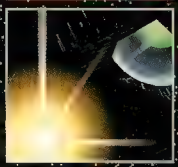
PLAYSTATION

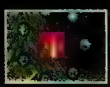
AND SO IT BEGAN...



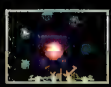
Fighter ships of unknown origin appeared suddenly from a Hyperspace Station near Starbase Bravo. Within seconds, they fired their weapons at the defenseless space station, rendering her shields useless. The unknown foe transmitted a message to the commander of Starbase Bravo: The message was as follows: "I am Lord Sodak, Supreme Predator of the Draxxi Dominion. Your species has been selected for the Hunt. You should regard it as an honor to feed us. We hunt only the quickest and the smartest. What you are about to witness is what we call Juk Fular...which in your language means "Sun Dagger". I think you'll find it illuminating!" An "abandon ship" was issued by the commander of Starbase Bravo, and so the war began...

Snag some of these helpful POWER-UPS to help you on your mission!

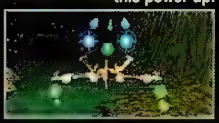


Toast some ground targets after snagging this power-up!

Makes your guns fire in a clockwise direction.

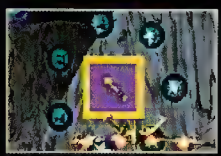


Fire really big bolts of plasma with this power-up.



Snag some extra points after passing this power-up.

Low on shields? Grab this power-up to replenish yourself.



Wish you had an extra smart bomb? You're in luck!

TOTAL ECLIPSE

FACT-FILE

THEME	Shooter
DIFFICULTY	Difficult
TIME TO COMPLETE	Medium
MEG SIZE	CD-ROM
BACK-UP	Memory Card
# OF PLAYERS	1
AVAILABLE	September
% COMPLETE	100%

DEVELOPED BY: Crystal Dynamics

PUBLISHED BY: Crystal Dynamics

PLAYER'S NOTES:

FIRST IMPRESSION

Well, the 3DO version didn't impress me too much, other than in the graphics department. The PlayStation version got the same lukewarm reception.

BEST FEATURE

The graphics are pretty good; they're smoother and cleaner than in its 3DO counterpart.

WHAT'S MISSING

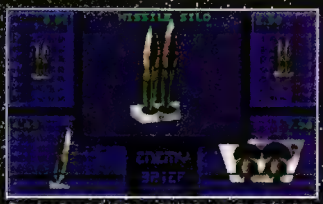
One of the reasons I didn't care for the 3DO version was because it suffered from really shoddy control, especially in the tunnel sequences. It's very difficult to maneuver your fighter without hitting lots of walls. The sound effects got boring real quick, and the music...well, it simply doesn't fit this game. Luckily you can turn both off, but if you turn off the sound FX you miss out on hearing the briefings at the beginning of each mission.

WILL YOU LIKE IT?

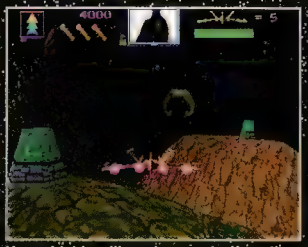
Some people might like the visual stimulation that it offers, but I think that many will be turned away from it. The incredibly long and repetitious levels, along with music and sound effects that get really annoying, make it only an average shooter. There are better shooters for the PlayStation.

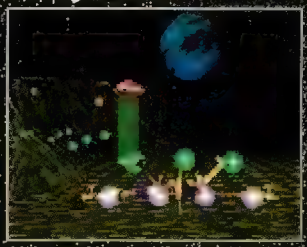
—Ken Badziak

WORLD 1: AQUEOUS MAJOR

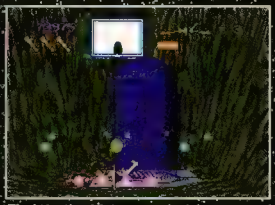


Scouts have backtracked the path of these missiles to a planet in the Omega Nebula. These missiles have been raining death and destruction upon Earth. You have to wipe them out. Best of luck, lieutenant.

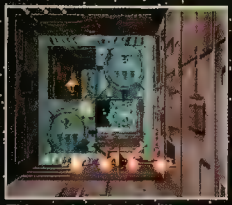




Your shields will go down even if you're not hit by anything. Luckily, your shields replenish themselves every time you kill a Draxxi. These two buildings are the easiest to destroy. The one on the left doesn't even fire back! Bonus!



Fly into the blue area to enter a tunnel. Every world has them. Tunnels are somewhat difficult to maneuver through, with many hidden dangers.



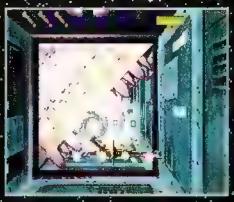
This section of wall will change position every few seconds. Good timing is needed to safely navigate this menace.

Pass through these bars for a quick speed boost. Use caution in the tunnels at high speeds!

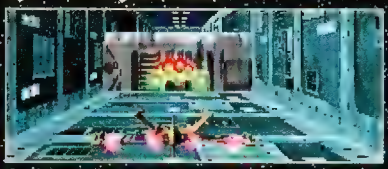
The Boss for this world has an easy pattern. Nuke him with any Smart Bombs you have then go in for the kill!

WORLD 2: MAGMA PRIME

Draxxi cyborgs are wreaking havoc among the human colonies. Go to the Centauri Nebula and destroy any cyborg factory you come across.



These tunnels hold a new surprise: moving walls! Once again, your timing skills are put to the test.

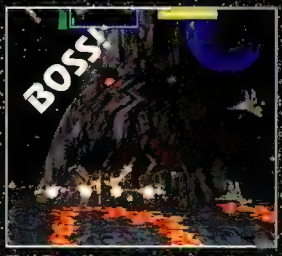


Go through these tunnels at a slow pace. An incredible amount of obstacles are scattered around, and high speed is only asking for trouble.

You'll find some cyborg factories almost as soon as you enter the sector. They only take a few well-placed hits to destroy. They're not heavily armored.

It's easy to get distracted here and plow right into a wall.

The red bars do just the opposite of the green ones.



This Boss is even easier than the first! Launch all of your Smart Bombs, then concentrate your aim on the eyes. He's incredibly easy.

IN TODAY'S WAR BE
IT APPEARS ONE SIDE HAS

TWEEN 32-BIT SYSTEMS,
GAINED AN UNFAIR ADVANTAGE.

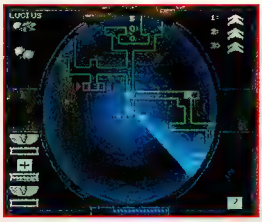
FUNNY, WE THOUGHT
WE WERE JUST MAKING GAMES.

If a system is only as good as the games you play on it, we hope you got the PlayStation. Because according to critics, these are three of the best games out there, regardless of the hardware. To find out more, grab us on the web at http://www.namco.com. Better yet, grab a box.

SPACE HULK
Vengeance of the Blood Angels

KNOW THINE ENEMY

Meet Genestealer: He hails from a not-too-friendly race of creatures. They have four arms: two with claws and two with human-like hands. Their head is adorned with razor-sharp teeth. They are very fast and multiply by the thousands. Have fun!



Hit Start to get to this screen. Here, you can give orders to each member of your team. Rotate through each member by pressing C. To rotate through the different orders, press B. Once you have a command chosen, position the cursor to the area on the map where you want your character to perform his command. The little bar on the bottom of the screen is your timer. While it's ticking down, real time stops. When the timer runs out, real time continues, regardless if you're in this screen. Once you exit this screen, the timer will start to regenerate. To switch between characters, press C until that character's name appears on the upper left-hand corner of the screen. When you press start again, you will resume play as that character.

A FEW COMMANDS

Moves your 'nator to a designated area.

This opens doors with this command.

Fire your gun at the designated area.

Move to a designated area, but watch your back.

This closes doors with this command.

This watches the designated area.

YOUR TERMINATOR BATTLE ARMOR

Developed countless centuries before, the Terminator Battle Armor is one magnificent piece of work. Capable of carrying a wide variety of weapons and able to sustain itself in even the harshest of environments, the Terminator is invulnerable to just about every form of weaponry. Many Terminator suits are countless centuries old and bear the marks of innumerable battles. They are given the reverence due to ancient relics.

ASSAULT CANNON

CHAIN FIST

FLAMER

GRENADE LAUNCHER

LIGHTNING FIST

STORM BOLTER

POWER SWORD

THUNDER HAMMER

STORM SHIELD

FACT-FILE

THEME	Action/Strategy
DIFFICULTY	Hard
TIME TO COMPLETE	Long
MEG SIZE	CD-ROM
BACK-UP	None
# OF PLAYERS	1
AVAILABLE	October
% COMPLETE	90%

DEVELOPED BY: Key Game
PUBLISHED BY: Electronic Arts

PLAYER'S NOTES:

FIRST IMPRESSION
A game that's loosely based on Warhammer 40K? That's pretty cool.

BEST FEATURE
The overall strategy involved in this game. You have to think out some of these missions. I played one mission for a total of 27 times before I found the optimal troop dispersing pattern. The intro was nicely done, even if some of the segments dragged.

WHAT'S MISSING
The programming in this game seems to be top-notch, with the definite exception being the "projectile collision programming." Simply put, there seems to be only one "sweet spot" on the Genestealer where your weapons will do any damage. You can hit a Genestealer a billion times, but unless you hit it near the torso, it will keep charging.

IS IT A DOOM WANNA-BE?
No. Doom had you run into a room chock-full of demons, blowing them away. Space Hulk requires the player to consider the tactical challenges of team action. This is a great strategy/action game, and an extremely tough one.

-Ken Badziak

You're the ultimate killing machine, part man and part robot. So what comes out when you tinkle? Never mind that. Get to the lab and exact your revenge on that twisted scientist.

Enjoy the smell of burnt metal? Good. You'll need to blast hoards of evil motoids like this one in order to survive.

He may look like a waste of good aluminum, but this android will come in handy when things get hairy. He'll send you useful bits of information through your communications circuit that will help you in your mission. In other words, don't pump him full of lead.

If a mad scientist brings you back to life as a part-human, part-robotic killing machine, do you blow him away or call him Daddy?

Cool game, huh? Wait until you see Iron Angel of the Apocalypse: The Return.

Here's a relationship that's even too screwed up for one of those cheesy talk shows. Introducing *Iron Angel of the Apocalypse.*™ A mad scientist has created you, the Iron Angel, from flesh, bone and metal. But he didn't program you to mow his lawn and serve drinks at his parties. He wants you to rid the world of the human race. Luckily, you still have enough brain tissue to realize that the world could do without this lunatic. With the help of a lovely assortment of big-ass guns, your mission is to blast your way to the scientist's lab on the top floor. If you make it, you can give Pops a Father's Day gift he'll never forget.

He may have created you, but there will be no father-of-the-year awards for this wacko.

SYNERGY

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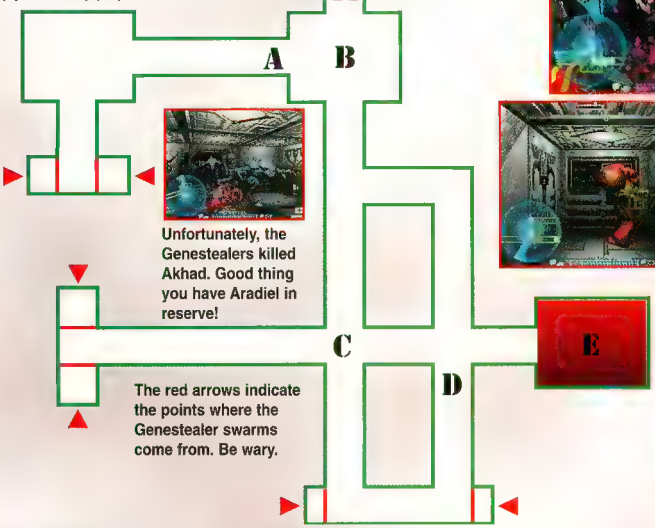
3DO

SUICIDE!

Your mission objective is to flame the room marked E. Have Akhad immediately move to point A. This should take care of any Genestealers coming from the first corridor. Have Ezeekiel move directly to point C. Move Azrael to one of the right-hand corners of room B. Sergio provides cover for Azrael as he moves to point D. Have Azrael follow Sergio after he passes. Once in the junction at point D, have Azrael move to the target area in order to flame it. Move Aradiel to point B, simply for backup purposes in case it's needed.

ARADIEL
SERGIO
AZRAEL (F)
EZEEKIEL
AKHAD

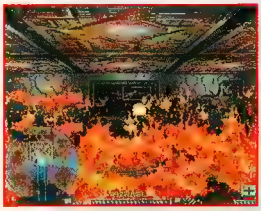


Unfortunately, the Genestealers killed Akhad. Good thing you have Aradiel in reserve!

The red arrows indicate the points where the Genestealer swarms come from. Be wary.

Play as Akhad for the first few seconds, simply because he's the first to make contact with the enemy. Get ready for some close combat.

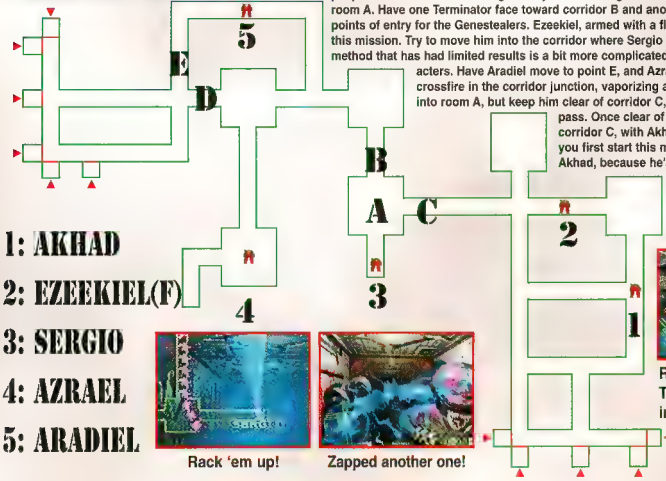
Sergio leads the way down the second corridor. You might want to play as Sergio at this time. Because if any Genestealers get to Azrael, chances are he'll get killed. The flamer is useless for close combat.



I love the smell of napalm in the morning. Good job!

EXTERMINATE

This mission is a doozy. At least three Terminators must survive for a total of five minutes. Your best bet would be to get as many terminators as possible into a room with few doors in it. Unfortunately, your Terminators are scattered around. The trip will be easier for some more than others. Expect to lose a few people here. One method that generally works is to get as many Terminators into a room as possible, like room A. Have one Terminator face toward corridor B and another one facing corridor C. This should cover all points of entry for the Genestealers. Ezeekiel, armed with a flamer that's only half full, is all but useless in this mission. Try to move him into the corridor where Sergio started, as to get him out of the way. Another method that has had limited results is a bit more complicated, and it involves a lot of jumping between characters. Have Aradiel move to point E, and Azrael move to point D. The trick here is to set up a crossfire in the corridor junction, vaporizing anything that wanders in there. Move Sergio out into room A, but keep him clear of corridor C, so that Ezeekiel and (hopefully) Akhad can pass. Once clear of the incoming Terminators, move Sergio out into corridor C, with Akhad providing cover should Sergio fall. When you first start this mission it would be a good idea to play as Akhad, because he's the first to make contact with the enemy. Unfortunately, Akhad is usually overwhelmed with the critters and he usually dies. Use whichever methods suit you best. Good luck!



1: AKHAD
2: EZEEKIEL(F)
3: SERGIO
4: AZRAEL
5: ARADIEL

Rack 'em up!

Zapped another one!

Room A, with two Terminators covering the corridors.

A Genestealer charges you! One guy in a corridor can stem the flow of all the Genestealers.

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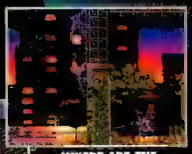

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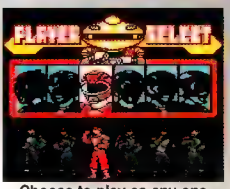
GAME BOY

MIGHTY MORPHIN POWER RANGERS THE MOVIE™

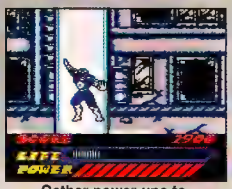
FACT-FILE

THEME	Action
DIFFICULTY	Easy
TIME TO COMPLETE	Short
MEG SIZE	2
BACK-UP	Password
# OF PLAYERS	1
AVAILABLE	Now
% COMPLETE	100%

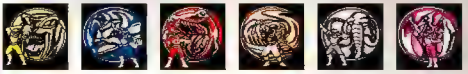
DEVELOPED BY: Bandai
PUBLISHED BY: Bandai



Choose to play as any one of the six Power Rangers.



Gather power-ups to transform into a Power Ranger.



PLAYER'S NOTES:

FIRST IMPRESSION

The first thing I noticed is the simplicity and straightforwardness of this side-scrolling action title with little hidden under the surface to enhance the plot. The first few minutes of play reflect the rest of the stages.

BEST FEATURE

The ability to change into a Power Ranger and use the power-packed sliding elbow to finish off enemies with one hit. Mid-Bosses in select stages also add some variety to this cart.

WHAT'S MISSING

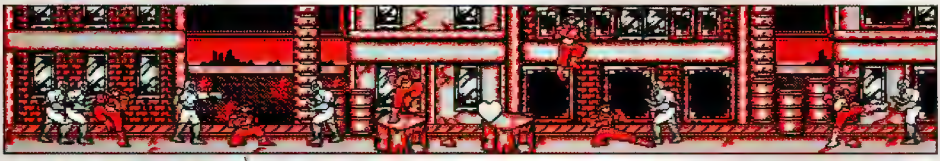
Moves. Your attacks are limited to a few simplistic moves that get old quickly. All of the Rangers attack in the same manner without a special move. After completing stages with one character, there is no reason to try another.

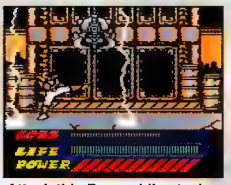
WILL YOU LIKE IT?

Compulsive Power Ranger fans may find some enjoyment battling hordes of evil-doers. I think experienced gamers should bypass this one. It is apparently directed at only the youngest of audiences.

—Scott Parus

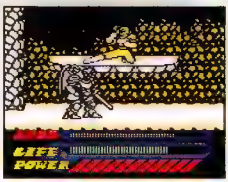
Level 1



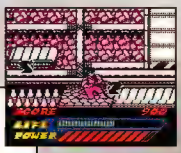


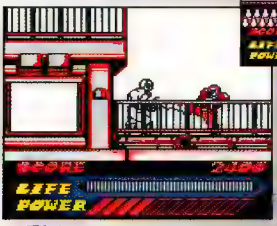
Attack this Boss while staying away from his lightning bolts.

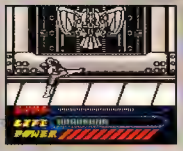
The Power Rangers are back and ready to battle on your Game Boy. Eliminating enemies and gathering lightning bolt power-ups allow you to transform your character into a Power Ranger. With double strength, you fight your way through six stages of nasties controlled by Bosses and Mid-Bosses. Gather your wits as you jump into the shoes of your favorite Ranger to conquer Ivan Oooze and his minions.

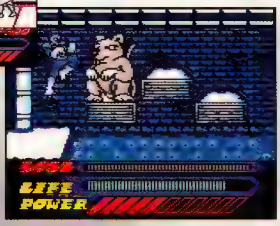


Find safety above this sword-swinging Boss.









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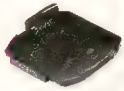
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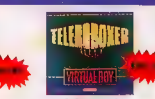

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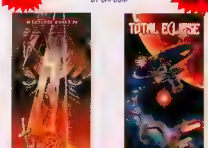

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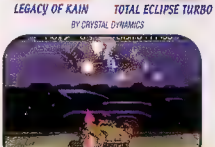

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32X

The 32X had a small but decent line-up. Sega has purchased the rights to several games including **Star Trek: Starfleet Academy**, **Primal Rage** and **T-Mek**. They also had an original title called **Kolibri** on display.

Kolibri is a shooter where the player controls a humming bird. It looks similar visually to Echo the Dolphin. This cold be the game that wins people over to the 32X.

T-Mek is a popular arcade game where players compete in hover tanks in an arena. T-Mek is loaded with strategy and secrets.

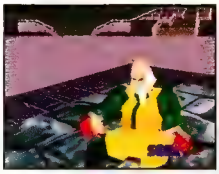
Primal Rage is a well-known coin-op game that features digitized dinosaurs tearing into each other. It looks like a decent lineup.

KOLIBRI

PRIMAL RAGE

T-MEK

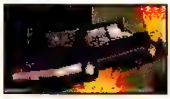
SATURN

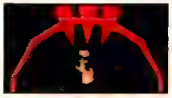


VF 2

VIRTUA COP

Sega had **Virtua Fighter 2** and **Virtua Cop** on display. VF2 was still early, as it was just a running demo. Virtua Cop, however, was playable. You can use the gun packaged with the game or use the controller. It's a direct coin-op in every way.



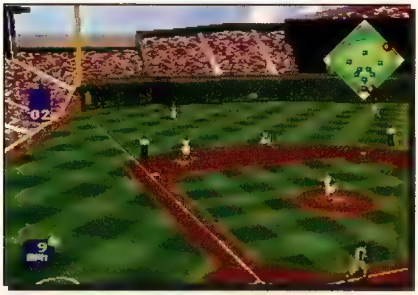


SEGA unplugged

Sega Unplugged: the special day where the various magazines were invited to see the latest Sega products. We sent two editors, Andrew Baran and John Stockhausen, to find out what was in store for the world of Sega. The first two days concentrated on the first-party software. These covered all of the formats from Saturn to 32X. The third day was reserved for Sega's licensees, and 18 companies were there to show off their wares. Here is a small glimpse at what was there. Look for extended coverage in the next issue of ***EGM***.

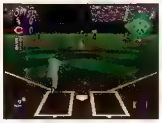
SEGA SPORTS

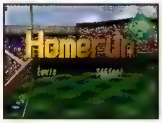
The Sega Sports lineup was very impressive. **World Series Baseball** had great voice and graphics. It could possibly be the best baseball game on a home system ever! Sega's other title, **NHL All-Star Hockey,** looks great and can have up to 12 players at once!



WORLD SERIES BASEBALL

NHL ALL-STAR HOCKEY

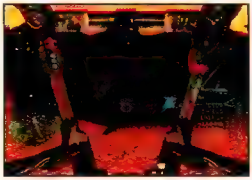




Sega has announced that **Sega Rally Championship** will be coming to the States. This game contains three tracks, four different viewpoints and off-road racing. This is going to be a near-exact translation of the coin-op.

SEGA RALLY

Sega has a number of other games in the works: **Ghen War**, a mech game; a 3-D action game based on the movie **Congo**; **Wing Arms**, an awesome flight sim and a strategy/RPG called **Mystaria**.



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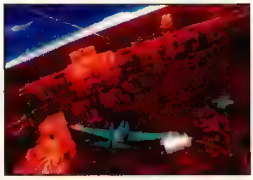

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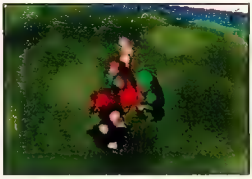

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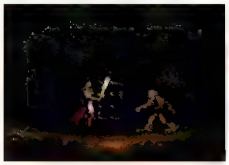
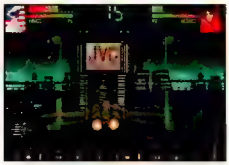
NFL QUARTERBACK CLUB '96

Acclaim had three titles up and running at Sega Unplugged. Mortal Kombat II was a near-perfect translation. You just have to see how close it is.

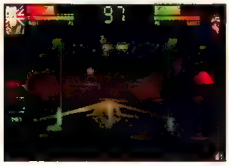
There were 18 companies present with games on display. Some were new, but a couple we've seen before. Here's a list of some of the Saturn titles that were shown or announced: Acclaim had an excellent version of **MK2**. **NBA Jam:TE** and **NFL Quarterback Club '96** was also present. Maxis had **Sim City 2000**, while Data East had **Dark Legends**. Playmates had a demo of **Skeleton Warriors**, based on the toy line. Viacom set out to puzzle players with **Zoop**. The wonderful folks at Crystal Dynamics showed **3D Baseball '95**, and a bunch of 3DO translations. Capcom had **Fox Hunt**, and announced **Dark Stalkers Revenge** and **Street Fighter Legends**. Look in the next issue for more extended coverage!



SKELETON WARRIORS
BY PLAYMATES



DEADLY SKIES
BY JVC



Nomad

The folks at Sega decided to spring the **Nomad** on us to get our opinion. The system itself is slightly larger and a little bit heavier than the Game Gear. The screen resolution is much better, being comparable to that of the Turbo Express. Games fit right in the back. The small screen makes the smaller icons harder to read, but the text in some of the game is intelligible. While the game wasn't in hand, I'd say that it would be able to display Phantasy Star 2 well enough. I did test out the unit with the games X-Men and Comix Zone. The **Nomad** controls are responsive and it feels right.

the ultimate portable?

The **Nomad** should be released early December, and will retail for around $199.00. The machine uses six double A batteries and it consumes them in an astonishing three hours. The Game Gear DC power adapter will work with the unit. A TV adapter is also in the works.

Overall I'd have to say that as long as Sega keeps the price down, the **Nomad** will be a success. I'm certainly looking forward to playing Strider on the run. I'm just wondering if Sega will give the Game Gear a quiet death once this thing becomes mainstream. So far, the **Nomad** looks pretty hot. *—Andrew Baran*

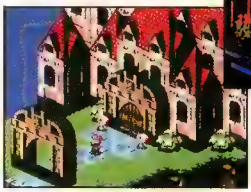
Last Minute Update

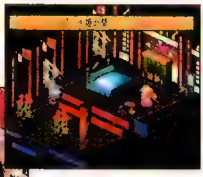
Nintendo of Japan

Super Mario RPG

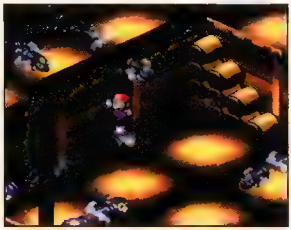
Super Famicom		Release Date
RPG		Unknown Price

The fabled Mario RPG is now a reality! This title is the responsibility of Square and Nintendo together, and look what they've done. Featuring fully rendered graphics, this title is boosted by adding such classic Mario elements as jumping on enemies and hitting floating blocks with your head for power-ups. (Tentatively, it is unknown if it is Menu Combat or actual action elements.)





Will this title make it to the U.S.? With the popularity of Mario, it probably will!



Takara of Japan

Hyper Solid Toh Shin Den

Sega Saturn		Winter 1995
Fighting		Unknown Price

Sega Saturn Version

TSD (version 1.5) features newly detailed backgrounds, and many of the characters from the PSX version plus a new one. This newie is armed with a staff and looks like Kayin.

PlayStation Version

Details are still sketchy, but here's a comparison of the PSX and an early Sega Saturn version. It will come out in the U.S. around January from either Sega or Takara.

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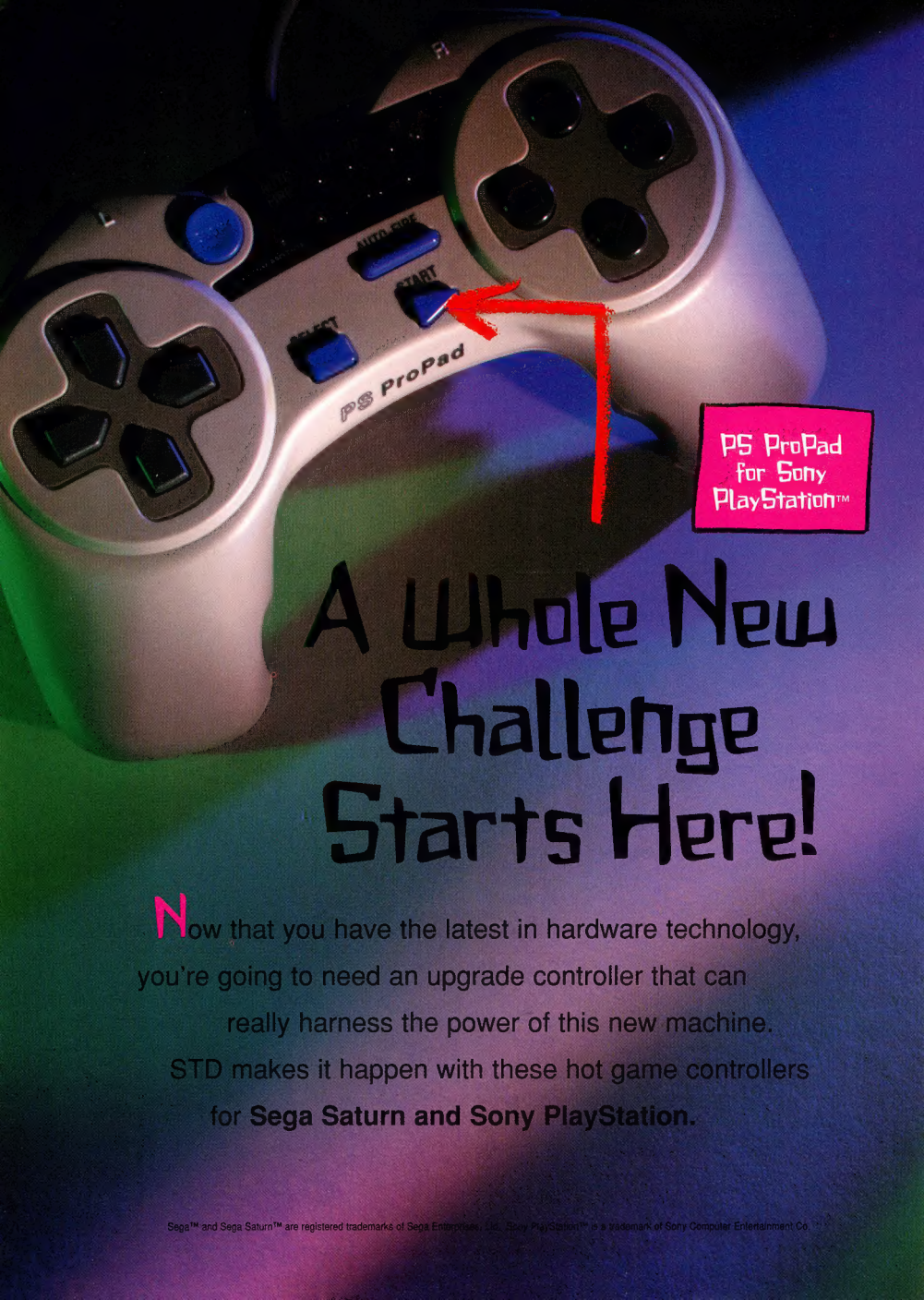
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